Dropfleet Commander Reference Sheet

Game Turn Sequence

1. Planning: Stack Strategy Deck > Discard and then Draw Command Cards > Cleanup

2. Activation: Both players reveal top strategy card. Player whose card has lowest strategy rating chooses who activates first:
Choose Orders > Turn, Thrust, Change Layer > Fire and/or Close Action

3. Roundup: determine initiative by rolling D6 + Admiral Value: lowest scorer goes first throughout
a) Ground Combat
- fire sector weapons (range is measured from centre of cluster; Scan: 6")
- movement: select cluster and move tokens between sectors
- combat: select cluster, then sector, and then total up value of tokens

Infantry: 1xA Armour: 3xA
Roll attacks: Each 4+ inflicts 1 x damage | No crits | Distribute hits evenly
Roll armour saves: Infantry: 5+ Armour: 3+

4. Launch assets:
- fire space station weapons
- Torpedoes > Bombers > Fighters > Drop (pick group to launch from, place tokens)
- Resolve (whomever rolled lowest initiative selects first enemy ship to resolve)

5. Damage Control > Orbital Decay > Tally Victory Points (typically on turns 4 and 6)

Victory Points for Clusters			Victory Points for Critical Locations
Cluster Size	Hold	Contest	
Small	2 vp	0 vp	2 vp
Medium	3 vp	1 vp	2 vp
Large	4 vp	2 vp	2 vp

Tonnage	Tonnage Value
Light	1
Light 2 (L2)	2
Medium	5
Heavy	10
Super Heavy	15
Super Heavy 2 (S2)	30

Orders Summary				
Orders	Turn?	Fire?	Thrust?	Spike?
Standard Orders	Yes	Up to One	Half to Full	Remove Minor
Course Change	2x	Up to One	Half to Full	Add Minor
Station Keeping	Yes	Up to One	Zero to Half	Add Minor
Max Thrust	Yes	None	Full to Double	Add Minor
Weapons Free	No	All	Half to Full	Add Major
Silent Running	No	None	Half to Full	Remove Spikes, Sig = 0"
Active Scan	No	Up to One	Half to Full	Add Major

Sectors				
Type	Hull	A	Value	Special
Commercial	8	4+	1	-
Industrial	4	4+	2	-
Military	4	3+	1	Defence Weapons
Orbital Defence	6	3+	1	Orbital Gun
Power Plant	6	4+	4	Volatile
Comms Station	4	5+	1	Scanner Uplink
Ruins	-	6+	0	

Cohesion
Ships with Hull of 6 or less have a group coherency of 3"
Ships with Hull of 7 or more have a group coherency of 6"
Groups within a Battlegroup have a coherency of 12"

Debris and Objects in Space							
Type	Damage to Ships Entering			Penalty to Lock	Penalty to Scan	Damage on Launch Assets	Orbital Layer
	Lock	Attack	Damage				
Fine Debris Field	3+	2	1	+1	-6"	3+	High & Low
Dense Debris Field	2+	2	1	+2	-12"	5+	High & Low
Planetary Ring	2+	2	1	+1	-6"	No effect	High
Large Solid Object	Destroys Ship			Blocked	Blocked	N/A	High & Low

Dropships & Bulk Landers					
Type	Thrust	Delivers	Destroyed by Battery	Orbital Layer for drop to:	
				Sector	Space Station
Dropship	3"	1 Armour or 1 Infantry	5+	Atmosphere	Low Orbit
Bulk Lander	6"	3 Infrantry or 1 Battery	3+	Low Orbit	Low Orbit

Ground Assets				
Type	Armour vs		Lock	Attack
	Ground	Bombardment		
Infantry	5+	3+	4+	1
Armour	3+	5+	4+	3
Defence Battery	3+	3+	*	*

*Defence Battery cannot fire in ground combat; but destroys Dropship assets on 5+ and Bulk Lander assets on 3+

Space Station and Sector Armaments					
Type	Lock	Attack	Damage	Arc	Special
Mass Driver Armament	3+	2	1	F/S/R	
Laser Armament	3+	2	1	F/S/R	Burnthrough (4), Flash
Missile Armament	3+	4	1	F/S/R	Close Action
Defence Weapons	3+	2	1	F/S/R	Escape Velocity
Orbital Gun	2+	1	2	F/S/R	Escape Velocity

Space Stations					
Size	Scan	Sig	Hull	A	PD
Small	6"	4"	8	3+	5
Medium	6"	6"	12	3+	8
Large	6"	8"	16	3+	12

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Last updated by Adam Duckett on 11 / 10 / 2022
If you notice a mistake or an update is needed, contact me on Facebook Messenger: https://m.me/adam.duckett.14

Damage Tables

Crippling Damage Table					
1st D6 Roll	2nd D6 Roll	Result on Ship	Extra Hull Damage	Repair	Orbital Decay
1-2	1-2	Bright Flash and Nothing Else: Gains a Minor Spike. If using Silent Running Special Orders, Signature is returned to Normal instead	0	No	No
	3-4	Fire: Inflicts 1 additional point of damage in each Roundup phase, before rolling Damage Control	0	Yes	No
	5-6	Engine Surges: May not use Special Orders	2	Yes	Yes
3-4	1-2	Scanners Offline: Scan reduced to 1"	0	Yes	No
	3-4	Armour Cracked: Armour value suffers +2 modifier for rest of the game	2	No	No
	5-6	Hull Breach: no additional effect	2	No	Yes
5-6	1-2	Engines Disabled: Thrust reduced by 50% (rounded up), and may not turn or change orbit	2	Yes	Yes
	3-4	Weapons Offline: The next time it activates it may not fire any weapons or use any launch assets. In subsequent activations it may fire and launch as normal	3	No	No
	5-6	Reactor Overload: Roll again on the Crippling Damage Table	3	No	Yes

Catastrophic Damage Table	
D6 Roll	Result to all Ships in Explosion Range
1-2	Burn Up: no additional effect
3	Blazing Wreck: Gain a Minor Spike. If using Silent Running Special Orders, Signature is returned to Normal instead
4	Shredded: Suffer 1 point of Hull damage. Armour and Passive Countermeasures may be used as normal
5	Explosion: Suffer 2 points of Hull damage. Armour and Passive Countermeasure may be used as normal
6	Radiation Burst: Suffer 2 points of Hull damage. Armour and Passive Countermeasures may not be used
7+	Distortion Bubble: Suffer D6 points of Hull damage. Roll for each ship individidually. Armour and Passive Countermeasures may not be used
Ships with starting Hull of 10 or more +1 to D6 result	
Ships with starting Hull of 6 or less explode with D3" radius	Ships with starting Hull of 7 or more explode with D6" radius

D6 Roll	Damage Control Table
1	Ship suffers 1 point of hull damage (no saves). Crippling damage is not repaired. Roll again for repair at the end of the next game turn
2-3	Crippling Damage is not repaired. Roll again for repair at the end of the next game turn
4-6	The Crippling Damage is repaired and has no further effect

Dreadnought Damage Tables

Dreadnought Crippling Damage Table (roll once Hull is reduced to 18 or less, and then 10 or less)					
1st D6 Roll	2nd D6 Roll	Effect	Extra Hull Damage	Repair	Orbital Decay
1-2	1-2	Bright Flash and Nothing Else: Gains a Minor Spike. If using Silent Running Special Orders, Signature is returned to Normal instead	0	No	No
	3-4	Atmospheric Containment Failure: Inflicts 2 additional points of Hull damage in each Roundup phase, before rolling Damage Control.	0	Yes - 2 needed	No
	5-6	Power Fluctuations: Each time a Special Order is used lose D3 Hull points. May not use Silent Running until repaired, and loses benefits of order if currently in use	D3 on Special Orders	Yes	No
3-4	1-2	Scanners Damaged: Scan reduced to 6"	0	Yes	No
	3-4	Bulkhead Ruptured	1	No	No
	5-6	Auxiliary Core Collapse	2	No	Yes
5-6	1-2	Engine Destroyed: Thrust reduced by 2" and loses D3 Hull Points each time Max Thrust or Course Change are used	D3 on Max Thrust and Course Change	No	No
	3-4	Weapon Destroyed: Randomly select one weapon system that cannot be used for rest of game	0	No	No
	5-6	Primary Core Leak: Suffer 3 points of Hull damage at end of every clean-up phase	3 ongoing	No	Yes

Dreadnought Catastrophic Damage Table	
D6 Roll	Effect
1-2	Fiery Descent: Any sector within 8" suffers D6 Hull points of damage. Roll to destroy each asset in sector on 2+
3	Immolation: All ships within 8" gain a Major Spike and D3 Fires
4	Superstructure Failure: Each ship within 12" loses 2D6 Hull points on a roll of 5+ (roll separately for each). Armour saves and Passive Countermeasures may be used
5	Magazine Detonation: Any ships within 12" suffer 2 points of Hull damage. Armour saves and Passive Countermeasures may be used
6	Space-Time Rent: Any ships within 8" suffer 3+D3 Hull damage. Those with starting Hull of 5 or less are removed from play, and do not roll on Catastrophic table

Launch Assets

Torpedoes	Thrust	Lock	Attack	Damage
UCM	9"	2+	4	2
UCM Heavy	9"	2+	4	4
UCM Light	14"	2+	4	1
Scourge	9"	3+	3	2 (Corruptor)
PHR	9"	2+	4	2
Resistance	12"	2+	6	1
Permanently shake off using Max Thrust or Course Change Special Orders on a roll of 6. Delay on a roll of 4 or 5				

Bombers	Thrust	Lock	Attack	Damage
UCM	12"	3+	2	1
Scourge	15"	3+	2	1 (Scald)
PHR	12"	2+	2	1
Shaltari	12"	3+	2	1
Resistance	12"	4+	3	1
Resistance Fire Ships	6"	2+	1	3 (Cannot double thrust)
Pungari Bombers	12"	5+	4	1
Permanently shake off using Max Thrust or Course Change Special Orders on a roll of: 5+				

Fighters	Thrust	Point Defence Bonus
UCM	20"	+3
Scourge	24"	+3
PHR	20"	+4
Shaltari	24"	+5
Resistance	20"	+5
Permanently shake off using Max Thrust or Course Change Special Orders on a roll of: 5+		

UCM Dropfleet Reference Sheet

Super Heavy

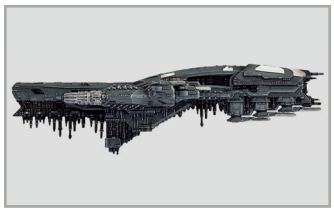
Dreadnought	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
London	14"	16"	6"	26	2+	18	1	S2	450	Dreadnought, Aegis (8), Free AV5 Admiral

Weapon	Lock	Attack	Damage	Arc	Special
UF-9000 Mass Driver Turret, Port	2+	2	1	F/S (L)	Fusillade 2
UF-9000 Mass Driver Turret, Starboard	2+	2	1	F/S (R)	Fusillade 2
UF-6400 Mass Driver Turrets, Dorsal Battery	3+	8	1	F/S	-
UF-6400 Mass Driver Turrets, Ventral Battery	3+	8	1	F/S	-
UF-4200 Mass Driver Turrets, Core Battery	4+	12	1	F/S	-
UF-4200 Mass Driver Turrets, Port Battery	4+	4	1	F/S (L)	-
UF-4200 Mass Driver Turrets, Starboard Battery	4+	4	1	F/S (R)	-
Leviathan Missile Bays	3+	2D6+4	1	F/S/R	Close Action

Supercarrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Washington	14"	16"	6"	26	2+	18	1	S2	440	Dreadnought, Launch, Free AV5 Admiral

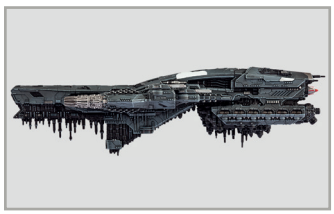
Weapon	Lock	Attack	Damage	Arc	Special
UF-9000 Mass Driver Turret, Port	2+	2	1	F/S (L)	Fusillade 2
UF-9000 Mass Driver Turret Starboard	2+	2	1	F/S (R)	Fusillade 2
UF4200 Mass Driver Turrets, Core Battery	4+	12	1	F/S	-
UF-4200 Mass Driver Turrets, Port Battery	4+	4	1	F/S (L)	-
UF-4200 Mass Driver Turrets, Starboard Battery	4+	4	1	F/S (R)	-
Leviathan Missile Bays	3+	2D6+4	1	F/S/R	Close Action

Load	Launch	Special
Fighters & Bombers	15	-



Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Beijing	8"	10"	6"	18	3+	10	1	S	230	-

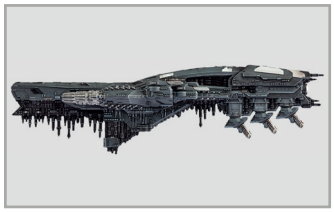
Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turrets	4+	4	1	F/S (L)	Linked-1, Fusilade-2
UF-4200 Mass Driver Turrets	4+	4	1	F/S (R)	Linked-1, Fusilade-2
UF-6400 Mass Driver Turrets	3+	6	1	F/S	Linked-1
Cobra Heavy Laser	3+	2	1	F (N)	Burnthrough (6), Flash
Swordfish Missile Bays	3+	D6+4	1	F/S/R	Close Action



Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
New York	8"	10"	6"	18	3+	10	1	S	250	Launch

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turrets	4+	4	1	F/S (L)	Linked-1, Fusilade-2
UF-4200 Mass Driver Turrets	4+	4	1	F/S (R)	Linked-1, Fusilade-2
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action

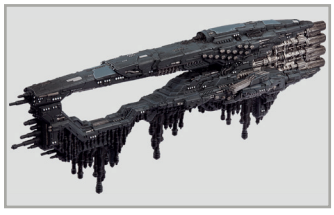
Load	Launch	Special
Torpedo	1	Limited (2)
Fighters & Bombers	7	-



Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Tokyo	8"	10"	6"	18	3+	10	1	S	220	-

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	4	1	F/S (L)	Linked-1, Fusilade-2
UF-4200 Mass Driver Turret	4+	4	1	F/S (R)	Linked-1, Fusilade-2
UF-B-8000 Bombardment Turrets	2+	5	1	F/S/R	Bombardment, Linked-1
UF-B-8000 Bombardment Turrets	2+	5	1	F/S/R	Bombardment, Linked-1
Cobra Heavy Laser	3+	2	1	F (N)	Burnthrough (6), Flash
Swordfish Missile Bays	3+	D6+4	1	F/S/R	Close Action

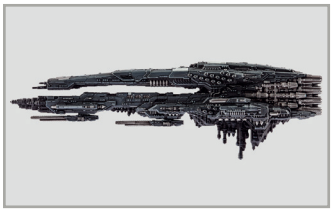
Heavy



Command Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Venice	6"	6"	8"	14	3+	7	1	H	220	Command Deck, UCM Battlenet

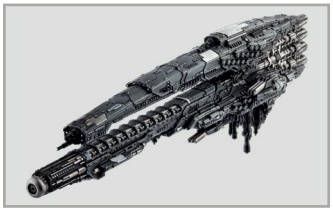
Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	2	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	2	1	F/S (R)	Linked-1
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action

Heavy Continued



Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Atlantis / Johannesburg	6"	6"	8"	14	3+	7	1	H	195	Launch

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	2	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	2	1	F/S (R)	Linked-1
UF-6400 Mass Driver Turrets	3+	4	1	F/S	Linked-1
UF-6400 Mass Driver Turrets	3+	4	1	F/S	-
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			3		-

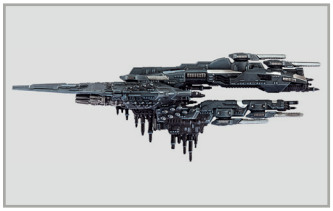


Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Avalon / Perth	6"	6"	8"	14	3+	7	1	H	195	Rare

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	4	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	4	1	F/S (R)	Linked-1
Viper Super Heavy Laser	3+	4	1	F (N)	Burnthrough (8), Flash, Bloom
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action

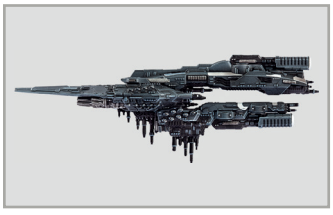
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Rome	6"	6"	8"	14	3+	15	1	H	170	Launch, Aegis (9)

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	2	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	2	1	F/S (R)	Linked-1
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action
Load			Launch		Special
Heavy Torpedo			1		Limited (1)
Heavy Torpedo			1		Limited (1)



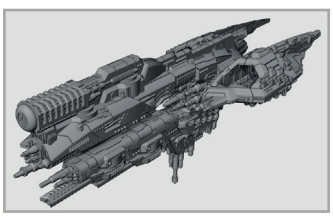
Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Moscow	6"	6"	7"	12	3+	5	1	H	150	-

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	2	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	2	1	F/S (R)	Linked-1
UF-6400 Mass Driver Turrets	3+	4	1	F/S	Linked-1
UF-6400 Mass Driver Turrets	3+	4	1	F/S	-
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action



Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
St Petersburg	6"	6"	7"	12	3+	5	1	H	140	Rare

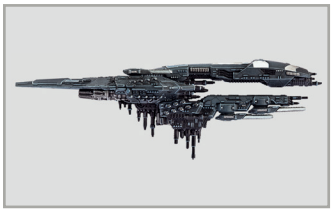
Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	2	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	2	1	F/S (R)	Linked-1
Cobra Heavy Laser	3+	2	1	F (N)	Burnthrough (6), Flash, Siphon Power
Cobra Heavy Laser	3+	2	1	F (N)	Burnthrough (6), Flash, Siphon Power
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action



Battlestar Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Burnaby	6"	6"	7"	12	3+	5	1	H	180	Launch

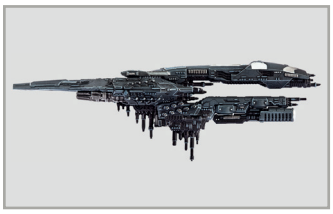
Weapon	Lock	Attack	Damage	Arc	Special
Cobra Heavy Laser	3+	2	1	F(N)	Burnthrough (6), Flash
UF-6400 Mass Driver Turrets	4+	4	1	F/S	-
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			3		-

Medium



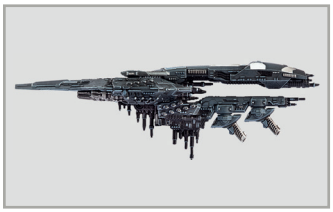
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Rio	6"	6"	8"	10	3+	5	1-2	M	105	-

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	2	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	2	1	F/S (R)	Linked-1
UF-6400 Mass Driver Turrets	3+	4	1	F/S	Squadron (2)
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action



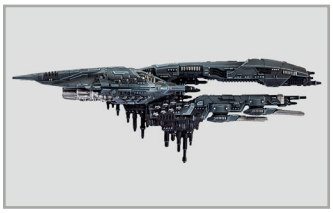
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Berlin	6"	6"	8"	10	3+	5	1-2	M	105	-

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	2	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	2	1	F/S (R)	Linked-1
Cobra Heavy Laser	3+	2	1	F (N)	Burnthrough (6), Flash
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action



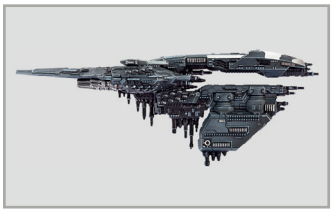
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Madrid	6"	6"	8"	10	3+	5	1-2	M	79	-

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	2	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	2	1	F/S (R)	Linked-1
UF-B-8000 Bombardment Turrets	2+	6	1	F/S/R	Bombardment
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action



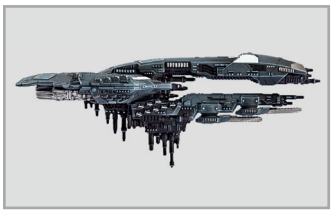
Fleet Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Seattle	6"	6"	8"	10	3+	5	1	M	132	Launch

Weapon	Lock	Attack	Damage	Arc	Special
UF-6400 Mass Driver Turrets	3+	4	1	F/S	-
Shark Missile Bays	4+	D6+1	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			3		-



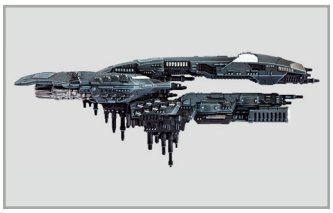
Troopship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
San Francisco	6"	6"	8"	10	3+	5	1	M	111	Launch

Weapon	Lock	Attack	Damage	Arc	Special
UF-4200 Mass Driver Turret	4+	2	1	F/S (L)	Linked-1
UF-4200 Mass Driver Turret	4+	2	1	F/S (R)	Linked-1
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action
Load			Launch		Special
Bulk Landers			2		-



Light Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Osaka / Athens	6"	6"	10"	8	4+	5	2-3	M	82	-

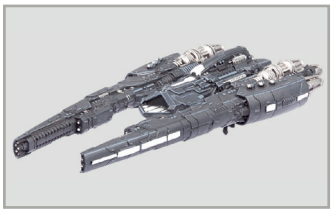
Weapon	Lock	Attack	Damage	Arc	Special
UF-6400 Mass Driver Turrets	3+	4	1	F/S	Squadron (2)
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action



Light Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
New Cairo / Saratoga	6"	6"	10"	8	4+	5	2-3	M	88	-

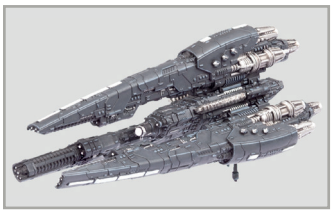
Weapon	Lock	Attack	Damage	Arc	Special
Cobra Heavy Laser	3+	2	1	F (N)	Burnthrough (6), Flash
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action

Light



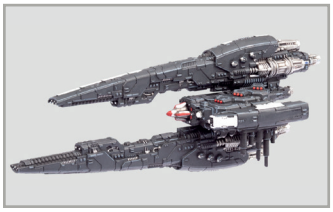
Escort Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Vancouver	6"	4"	10"	6	4+	3	1-3	L2	55	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action
Load			**Launch**		**Special**
Fighters & Bombers			2		-



Heavy Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Kyiv	6"	4"	8"	6	3+	5	1-2	L2	65	-

Weapon	Lock	Attack	Damage	Arc	Special
UF-9000 Twin Mass Driver	3+	2	2	F	Re-Entry, Fusillade-1
Barracuda-S Missile Bays	4+	3	1	F/S/R	Close Action



Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Havana	6"	4"	10"	6	4+	3	2-3	L2	50	Launch, Rare

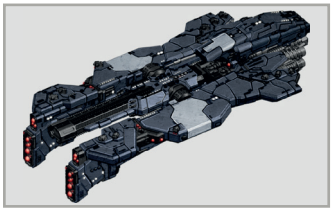
Weapon	Lock	Attack	Damage	Arc	Special
Shark Missile Bays	4+	D6+2	1	F/S/R	Close Action
Load			**Launch**		**Special**
Light Torpedoes			1		Limited (2)

Cutter	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Reykjavik	6"	3"	14"	5	5+	2	2-3	L2	55	Outlier, Vectored

Weapon	Lock	Attack	Damage	Arc	Special
UF-9000-S Twin Mass Driver	3+	2	2	F(N)	-

EM Harasser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Nuuk	6"	3"	14"	5	5+	2	2-3	L2	30	Outlier, Vectored

Weapon	Lock	Attack	Damage	Arc	Special
Haywire Blaster	4+	1	D	F	Close Action (Beam), Haywire



Monitor	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Istanbul	10"	4"	6"	4	2+	3	2-3	L	42	Monitor

Weapon	Lock	Attack	Damage	Arc	Special
UF-B-9000 Mass Driver	3+	3	1	F	Alt-1
UF-B-9000 Mass Driver	2+	2	2	F	Alt-1, Bombardment
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action

Escort Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Vienna	6"	4"	6"	4	2+	3	2-3	L	48	Aegis (4)

Weapon	Lock	Attack	Damage	Arc	Special
Mamba Laser	3+	2	1	F	Burnthrough (3), Flash
Shark Missile Bays	4+	D6+2	1	F/S/R	Close Action

Light Continued

Aegis Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Jakarta	6"	3"	10"	4	4+	3	1-4	L	32	Aegis (6)

Weapon	Lock	Attack	Damage	Arc	Special
UF-2200 Mass Driver Turret	4+	1	1	F/S	-
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action

Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Lima	6"	3"	10"	4	4+	3	1-2	L	37	Detector, Outlier, Rare

Weapon	Lock	Attack	Damage	Arc	Special
UF-2200 Mass Driver Turret	4+	1	1	F/S	-
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action

Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Toulon	6"	3"	10"	4	4+	3	2-4	L	35	-

Weapon	Lock	Attack	Damage	Arc	Special
UF-2200 Mass Driver Turret	4+	3	1	F/S	Squadron (3)
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action

Missile Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Taipei	6"	3"	10"	4	4+	3	2-6	L	39	-

Weapon	Lock	Attack	Damage	Arc	Special
UF-2200 Mass Driver Turret	4+	1	1	F/S	-
Piranha Missile Turrets	4+	D6+4	1	F/S	Close Action

Strike Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
New Orleans	6"	3"	10"	4	4+	3	1-2	L	32	Atmospheric, Launch, Open

Weapon	Lock	Attack	Damage	Arc	Special
UF-2200 Mass Driver Turret	4+	1	1	F/S	-
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action
Load			Launch		Special
Dropships			1		-

Lighter	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Lysander	6"	0"	12"	2	6+	2	1-3	L	27	Atmospheric, Launch, Open, Full Cloak, Rare, Stealth Observation

Weapon	Lock	Attack	Damage	Arc	Special
Barracuda Missile Bays	4+	2	1	F/S/R	Close Action
Load			Launch		Special
Dropships			1		-

Corvette	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Santiago	6"	2"	14"	2	5+	2	1-3	L	22	Atmospheric, Outlier

Weapon	Lock	Attack	Damage	Arc	Special
Stingray Missile Bays	4+	3	1	F/S/R	Air-to-Air, Close Action, Squadron (3)

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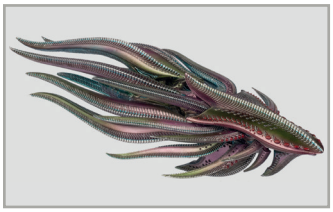
Last updated by Adam Duckett on 11 / 10 / 2022
If you notice a mistake or an update is needed, contact me on Facebook Messenger: https://m.me/adam.duckett.14

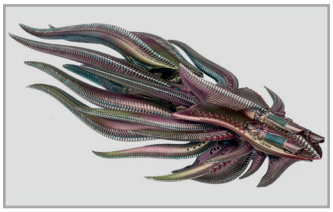
Scourge Dropfleet Reference Sheet

Super Heavy



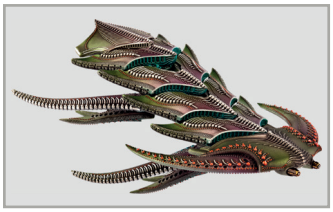
Dreadnought	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Nosferatu	14"	18"	8"	26	3+	20	1	S2	460	Dreadnought, Full Cloak, Launch, Stealth

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Super Phalanx	3+	8	2	F	Scald
Oculus Beam Array (Port)	3+	2	2	F/S (L)	Linked-1, Scald
Oculus Beam Array (Port)	3+	2	2	F/S (L)	Linked-1, Scald
Oculus Beam Array (Starboard)	3+	2	2	F/S (R)	Linked-2, Scald
Oculus Beam Array (Starboard)	3+	2	2	F/S (R)	Linked-2, Scald
Plasma Flood	3+	2D6+3	1	F/S/R	Close Action, Scald
Load			Launch		Special
Fighters & Bombers			5		-



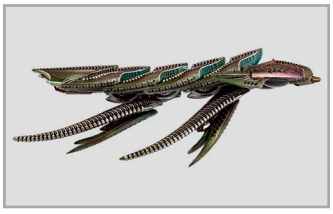
Dreadnought	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Cthulhu	14"	18"	8"	26	3+	20	1	S2	470	Dreadnought, Full Cloak, Launch, Stealth

Weapon	Lock	Attack	Damage	Arc	Special
Furnace Triad	4+	12	1	F (N)	Burnthrough (20), Flash, Scald
Oculus Beam Array (Port)	3+	2	2	F/S (L)	Linked-1, Scald
Oculus Beam Array (Port)	3+	2	2	F/S (L)	Linked-1, Scald
Oculus Beam Array (Starboard)	3+	2	2	F/S (R)	Linked-2, Scald
Oculus Beam Array (Starboard)	3+	2	2	F/S (R)	Linked-2, Scald
Plasma Cyclone	2+	D6+2	1	F/S/R	Close Action, Scald
Load			Launch		Special
Fighters & Bombers			8		-



Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Daemon	8"	10"	8"	18	3+	12	1	S	260	-

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Array	3+	2	3	F	Scald, Linked-1
Oculus Beam Phalanx	3+	3	2	F/S (L)	Scald, Linked-1
Oculus Beam Phalanx	3+	3	2	F/S (R)	Scald, Linked-1
Furnace Fangs	4+	4	1	F (N)	Alt-1 , Scald, Burnthrough (10)
Furnace Fangs	2+	2	1	F (N)	Alt-1, Scald, Burnthrough (5), Flash
Plasma Cyclone	2+	D6+2	1	F/S/R	Close Action, Scald



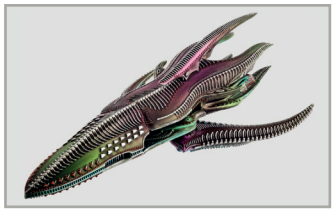
Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Dragon	8"	10"	8"	18	3+	12	1	S	265	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Array	3+	2	3	F	Scald
Furnace Fangs	4+	4	1	F (N)	Alt-1 , Scald, Burnthrough (10)
Furnace Fangs	2+	2	1	F (N)	Alt-1, Scald, Burnthrough (5), Flash
Plasma Cyclone	2+	D6+2	1	F/S/R	Close Action, Scald
Load			Launch		Special
Torpedo			1		Limited (2), Corruptor
Torpedo			1		Limited (2), Corruptor
Fighters & Bombers			3		-

Heavy

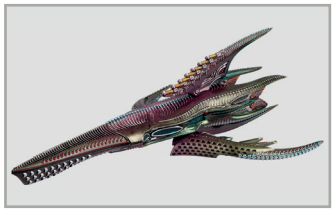
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Basilisk / Akuma	6"	8"	10"	14	4+	8	1	H	215	Stealth, Full Cloak

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Array	3+	2	2	F	Scald
Oculus Beam Phalanx	3+	3	2	F/S (L)	Scald
Oculus Beam Phalanx	3+	3	2	F/S (R)	Scald
Plasma Storm	3+	D6+2	1	F/S/R	Close Action, Scald



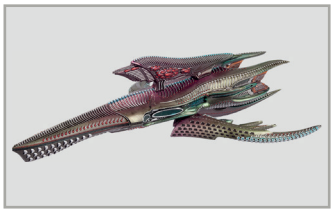
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Manticore / Banshee	6"	8"	10"	14	4+	8	1	H	180	Stealth, Full Cloak, Launch

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Array	3+	2	2	F	Scald
Plasma Tempest	3+	2D6+4	1	F/S	Close Action, Scald
Load			Launch		Special
Torpedo			1		Launch (2), Corruptor



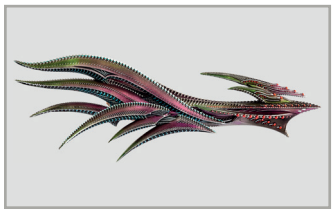
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Shadow	6"	8"	10"	14	4+	8	1	H	195	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Magnetron Lash	-	4	1	F (N)	Burnthrough (8), Close Action, Mauler, Scald
Oculus Beam Array	3+	2	2	F	Scald
Plasma Tempest	3+	2D6+4	1	F/S	Close Action, Scald
Load			Launch		Special
Fighters & Bombers			4		-



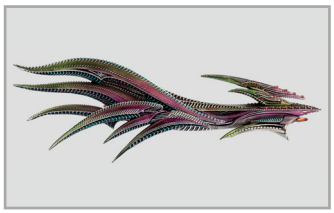
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Umbra	6"	8"	10"	14	4+	8	1	H	195	Launch, Oculus Booster

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Array	3+	2	2	F	Scald
Plasma Tempest	3+	2D6+4	1	F/S	Close Action, Scald
Load			Launch		Special
Fighters & Bombers			4		-



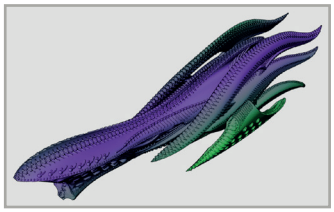
Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Shenlong	6"	8"	8"	12	4+	6	1	H	160	Stealth, Partial Cloak

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Array	3+	2	2	F	Scald
Oculus Beam Array	3+	2	2	F/S (L)	Scald
Oculus Beam Array	3+	2	2	F/S (R)	Scald
Plasma Storm	3+	D6+2	1	F/S/R	Close Action, Scald



Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Raiju	6"	8"	8"	12	4+	6	1	H	150	Stealth, Partial Cloak

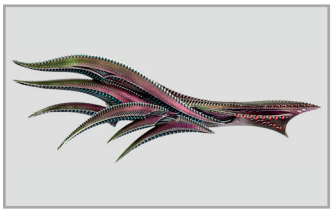
Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Array	3+	2	2	F	Scald
Furnace Cannons	4+	4	1	F (N)	Alt-1 , Scald, Burnthrough (8)
Furnace Cannons	2+	1	1	F (N)	Alt-1, Scald, Burnthrough (4), Flash
Plasma Storm	3+	D6+2	1	F/S/R	Close Action, Scald



Vilestar Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Kulshedra	6"	8"	8"	12	4+	6	1	H	200	Launch

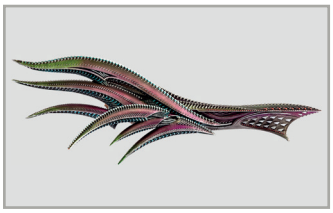
Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Array	3+	2	2	F	Scald
Plasma Tempest	3+	2D6+4	1	F/S	Close Action, Scald
Load			Launch		Special
Fighters & Bombers			5		-

Medium



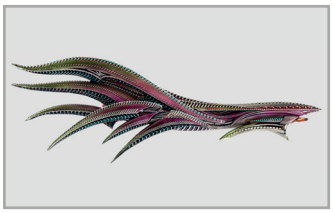
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Sphinx	6"	8"	10"	10	4+	6	1-2	M	115	-

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beams	3+	1	2	F	Scald
Oculus Beam Array	3+	2	2	F/S (L)	Scald
Oculus Beam Array	3+	2	2	F/S (R)	Scald
Plasma Storm	3+	D6+2	1	F/S/R	Close Action, Scald



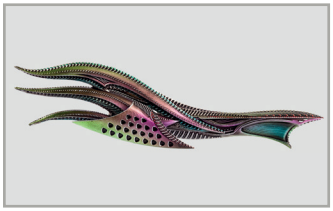
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Wyvern	6"	8"	10"	10	4+	6	1-2	M	105	-

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beams	3+	1	2	F	Scald
Plasma Tempest	3+	2D6+4	1	F/S	Close Action, Scald



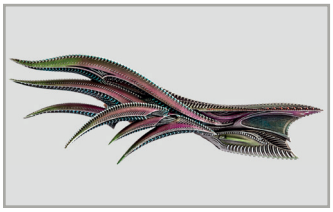
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Ifrit	6"	8"	10"	10	4+	6	1-2	M	110	-

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beams	3+	1	2	F	Scald
Furnace Cannons	4+	4	1	F (N)	Alt-1 , Scald, Burnthrough (8)
Furnace Cannons	2+	1	1	F (N)	Alt-1, Scald, Burnthrough (4), Flash
Plasma Storm	3+	D6+2	1	F/S/R	Close Action, Scald



Fleet Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Hydra	6"	8"	10"	10	4+	6	1	M	140	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beams	3+	1	2	F	Scald
Plasma Storm	3+	D6+2	1	F/S/R	Close Action, Scald
Load			Launch		Special
Fighters & Bombers			5		-

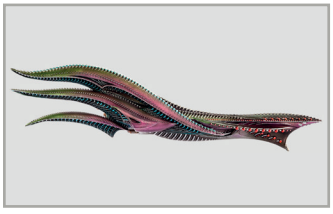


Troopship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Chimera	6"	8"	10"	10	4+	6	1	M	105	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beams	3+	1	2	F/S	Scald
Plasma Storm	3+	D6+2	1	F/S/R	Close Action, Scald
Load			Launch		Special
Bulk Landers			2		-

Light Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Strix	6"	8"	12"	8	5+	2	2-3	M	90	-

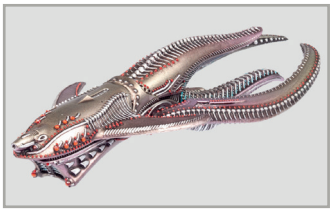
Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beams	3+	1	2	F	Scald
Plasma Tempest	3+	2D6+4	1	F/S	Close Action, Scald



Light Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Yokai	6"	8"	12"	8	5+	2	2-3	M	95	-

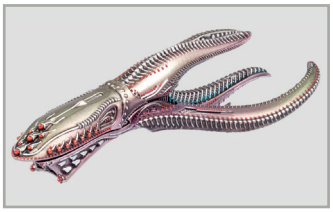
Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beams	3+	1	2	F	Scald
Oculus Beam Array	3+	2	2	F/S (L)	Scald
Oculus Beam Array	3+	2	2	F/S (R)	Scald
Plasma Storm	3+	D6+2	1	F/S/R	Close Action, Scald

Light



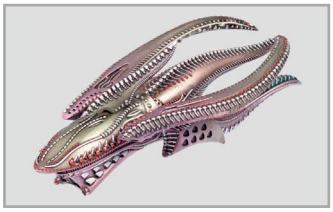
Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Incubus	6"	5"	10"	6	4+	4	2-3	L2	55	Upgrade: Cloaking Crest (+5pts) adds Stealth, Partial Cloak

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Rays	3+	1	1	F	Scald
Furnace Blaster	4+	3	1	F (N)	Alt-1, Burnthrough (6), Scald
Furnace Blaster	2+	1	1	F (N)	Alt-1, Burnthrough (2), Flash, Scald
Plasma Squall	3+	D3+2	1	F/S/R	Close Action, Scald



Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Succubus	6"	5"	10"	6	4+	4	2-3	L2	55	Upgrade: Cloaking Crest (+5pts) adds Stealth, Partial Cloak

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beams	3+	1	2	F	Scald
Oculus Beams	3+	1	2	F	Scald
Seekers	3+	D3+2	1	F/S/R	Re-Entry, Close Action, Scald



Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Revenant	6"	5"	10"	6	4+	4	2-4	L2	60	Launch, Upgrade: Cloaking Crest (+5pts) adds Stealth, Partial Cloak

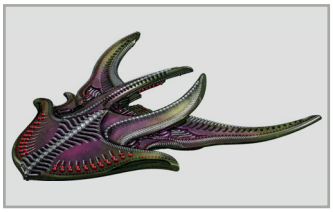
Weapon	Lock	Attack	Damage	Arc	Special
Oculus Rays	3+	1	1	F	Scald
Plasma Storm	3+	D6+2	1	F/S/R	Close Action, Scald
Load			Launch		Special
Fighters & Bombers			2		-

Cutter	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Wraith	6"	6"	16"	6	5+	2	2-3	L2	40	Outlier, Vectored

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Rays	3+	1	1	F	Scald
Plasma Brand	4+	2	2	F	Close Action (Beam)

Radiation Leech	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Parasite	6"	6"	16"	6	5+	2	1-3	L2	55	Outlier, Vectored, Energy Siphon, Rare

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Rays	3+	1	1	F	Scald



Monitor	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Shedu	8"	5"	6"	4	3+	4	2-3	L	45	Monitor

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beam Crest	3+	2	2	F	Scald
Plasma Derecho	3+	4	1	F/S/R	Close Action, Scald

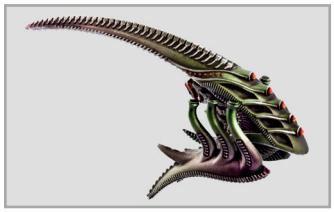
Barge	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Lamassu	6"	5"	6"	4	3+	4	1-3	L	45	-

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Rays	3+	1	1	F	Scald
Plasma Bombs	3+	2	1	F/S	Bombardment
Plasma Cloud	3+	2	1	F/S/R	Close Action, Scald
Load			Launch		Special
Bulk Lander			1		-

Light Continued

Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Charybdis	6"	3"	12"	4	5+	4	2-4	L	35	Atmospheric

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Rays	3+	1	1	F	Scald
Plasma Bombs	4+	4	1	F/S	Bombardment, Scald, Low Level
Plasma Cloud	3+	2	1	F/S/R	Close Action, Scald



Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Scylla	6"	3"	12"	4	5+	4	2-4	L	42	Atmospheric

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Rays	3+	1	1	F	Scald
Reverse-Grav Cannon	3+	2	1	F/S	Escape Velocity
Plasma Cloud	3+	2	1	F/S/R	Close Action, Scald

Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Harpy	6"	3"	12"	4	5+	4	2-4	L	39	Atmospheric

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Beams	3+	1	2	F/S	Scald
Plasma Cloud	3+	2	1	F/S/R	Close Action, Scald

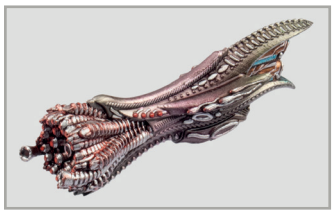
Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Djinn	6"	3"	12"	4	5+	4	2-6	L	43	Atmospheric

Weapon	Lock	Attack	Damage	Arc	Special
Oculus Rays	3+	1	1	F	Scald
Plasma Storm	3+	D6+2	1	F/S	Close Action, Scald

Strike Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Gargoyle	6"	3"	12"	4	5+	4	1-2	L	32	Atmospheric, Launch, Open

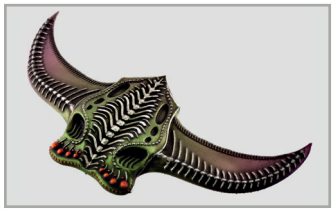
Weapon	Lock	Attack	Damage	Arc	Special
Oculus Rays	3+	1	1	F	Scald
Plasma Cloud	3+	2	1	F/S/R	Close Action, Scald

Load	Launch	Special
Dropships	1	-



Boarding Cutter	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Hiruko	6"	2"	14"	2	6+	1	1-3	L	18	Outlier, Ramming Ship

Weapon	Lock	Attack	Damage	Arc	Special
Plasma Torch	4+	D3	1	F	Close Action (Beam)



Hunter Killer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Nickar	6"	2"	16"	2	6+	2	1-3	L	22	Atmospheric

Weapon	Lock	Attack	Damage	Arc	Special
Plasma Squall	4+	D6	1	F/S/R	Close Action, Air-to-Air, Scald

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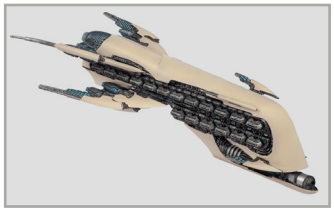
Last updated by Adam Duckett on 11 / 10 / 2022
If you notice a mistake or an update is needed, contact me on Facebook Messenger: https://m.me/adam.duckett.14

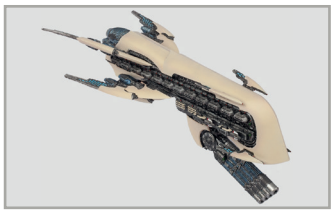
PHR Dropfleet Reference Sheet

Super Heavy



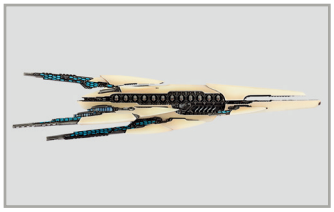
Dreadnought	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Romulus	16"	14"	6"	30	2+	18	1	S2	500	Dreadnought

Weapon	Lock	Attack	Damage	Arc	Special
Hypernova Laser	3+	5	1	F (N)	Burnthrough (14), OC
Energy Glaive Battery, Port	3+	6	1	S (L)	Linked-1, OC
Energy Glaive Battery, Port	3+	6	1	S (L)	Linked-1, OC
Energy Glaive Battery, Port	3+	6	1	S (L)	Linked-1, OC
Energy Glaive Battery, Starboard	3+	6	1	S (R)	Linked-2, OC
Energy Glaive Battery, Starboard	3+	6	1	S (R)	Linked-2, OC
Energy Glaive Battery, Starboard	3+	6	1	S (R)	Linked-2, OC
Hornet Drones	3+	D3+3	1	F/S/R	Close Action



Dreadnought	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Remus	16"	14"	6"	30	2+	18	1	S2	460	Dreadnought, Launch

Weapon	Lock	Attack	Damage	Arc	Special
Energy Glaive Battery, Port	3+	6	1	S (L)	Linked-1, OC
Energy Glaive Battery, Port	3+	6	1	S (L)	Linked-1, OC
Energy Glaive Battery, Starboard	3+	6	1	S (R)	Linked-2, OC
Energy Glaive Battery, Starboard	3+	6	1	S (R)	Linked-2, OC
Apocalypse Cannon, Barrel 1	2+	2	1	F	Bombardment, OC, Linked-3
Apocalypse Cannon, Barrel 2	2+	2	1	F	Bombardment, OC, Linked-3
Apocalypse Cannon, Barrel 3	2+	2	1	F	Bombardment, OC, Linked-3
Apocalypse Cannon, Barrel 4	2+	2	1	F	Bombardment, OC, Linked-3
Hornet Drone Hive	3+	D3+8	1	F/S/R	Close Action
Load			Launch		Special
Torpedo			4		Limited (4) - may fire all in 1 round



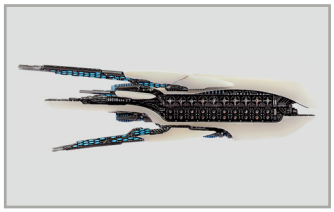
Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Heracles	10"	10"	6"	22	3+	10	1	S	285	-

Weapon	Lock	Attack	Damage	Arc	Special
Heavy Calibre Broadside Cannonade	3+	6	1	S (L)	Calibre (H & S)
Heavy Calibre Broadside Cannonade	3+	6	1	S (R)	Calibre (H & S)
Dark Matter Cannon	2+	4	2	F (N)	Crippling, Bloom
Hornet Drones	3+	D3+3	1	F/S/R	Close Action

Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Minos	10"	10"	6"	22	3+	10	1	S	285	Launch

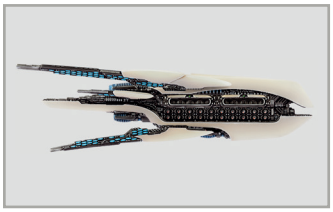
Weapon	Lock	Attack	Damage	Arc	Special
Heavy Calibre Broadside Cannonade	3+	6	1	S (L)	Calibre (H & S)
Heavy Calibre Broadside Cannonade	3+	6	1	S (R)	Calibre (H & S)
Neutron Missiles	2+	2D3	2	F/S	Crippling, Close Action
Load			Launch		Special
Torpedo			1		Limited (1)
Torpedo			1		Limited (1)

Heavy



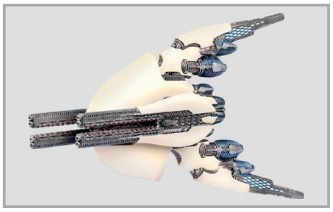
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Leonidas / Agamemnon	8"	6"	10"	15	3+	7	1	H	185	-

Weapon	Lock	Attack	Damage	Arc	Special
Light Calibre Broadside Battery	5+	6	1	S (L)	Calibre (L), Linked-1, Fusillade (3)
Light Calibre Broadside Battery	5+	6	1	S (L)	Calibre (L), Linked-1, Fusillade (3)
Light Calibre Broadside Battery	5+	6	1	S (R)	Calibre (L), Linked-1, Fusillade (3)
Light Calibre Broadside Battery	5+	6	1	S (R)	Calibre (L), Linked-1, Fusillade (3)
Medium Calibre Broadside	4+	8	1	S (L)	Linked-2, Fusillade (3)
Medium Calibre Broadside	4+	8	1	S (R)	Linked-2, Fusillade (3)
Hornet Drones	3+	D3+3	1	F/S/R	Close Action



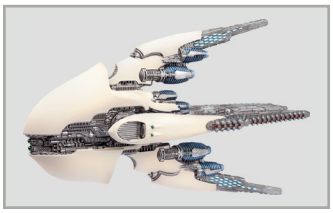
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Scipio / Priam	8"	6"	10"	15	3+	7	1	H	200	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Light Calibre Battery	5+	6	1	S (L)	Calibre (L), Linked-1, Fusillade (3)
Light Calibre Battery	5+	6	1	S (L)	Calibre (L), Linked-1, Fusillade (3)
Light Calibre Battery	5+	6	1	S (R)	Calibre (L), Linked-1, Fusillade (3)
Light Calibre Battery	5+	6	1	S (R)	Calibre (L), Linked-1, Fusillade (3)
Hornet Drones	3+	D3+3	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			4		-



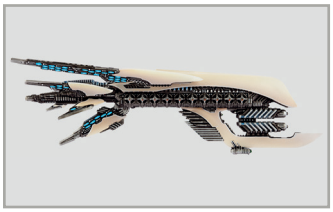
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Pompeius	8"	6"	12"	15	3+	7	1	H	180	-

Weapon	Lock	Attack	Damage	Arc	Special
Heavy Quad Battery	4+	4	2	F	Calibre (H&S), Fusillade (4)
Hornet Drones	3+	D3+3	1	F/S/R	Close Action



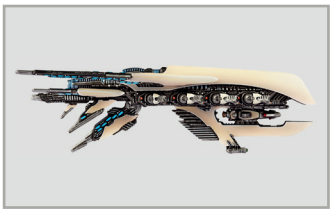
Interference Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Agrippa	8"	6"	12"	15	3+	7	1	H	175	Holo-Debris Field

Weapon	Lock	Attack	Damage	Arc	Special
Holographic Drones	5+	2D3+3	1	S (L)	Close Action (Swarmer), Linked-1
Holographic Drones	5+	2D3+3	1	S (R)	Close Action (Swarmer), Linked-1



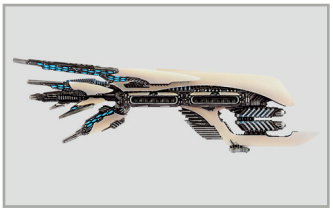
Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Hector	8"	6"	7"	13	3+	5	1	H	155	-

Weapon	Lock	Attack	Damage	Arc	Special
Medium Calibre Broadside	4+	8	1	S (L)	Linked-1, Fusillade (3)
Medium Calibre Broadside	4+	8	1	S (R)	Linked-1, Fusillade (3)
Twin Supernova Laser	3+	2	1	F (N)	Burnthrough (8), Flash
Wasp Drones	3+	D3+1	1	F/S/R	Close Action



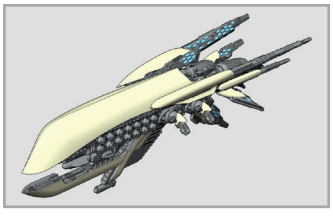
Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Achilles	8"	6"	7"	13	3+	5	1	H	165	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Heavy Calibre Broadside	3+	4	1	S (L)	Calibre (H & S), Linked-1, Fusillade (2)
Heavy Calibre Broadside	3+	4	1	S (R)	Calibre (H & S), Linked-1, Fusillade (2)
Wasp Drones	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Torpedo			1		L (1)



Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Bellerophon	8"	6"	7"	13	3+	5	1	H	180	Launch

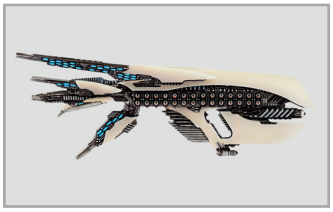
Weapon	Lock	Attack	Damage	Arc	Special
Twin Supernova Laser	3+	2	1	F (N)	Burnthrough (8), Flash
Wasp Drones	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			4		-



Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Sisyphus	8"	6"	7"	13	3+	5	1	H	170	Launch

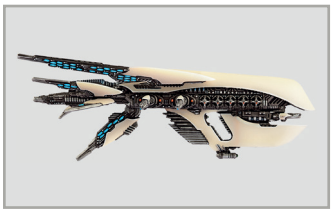
Weapon	Lock	Attack	Damage	Arc	Special
Bombardment Battery	3+	6	1	F/S/R	Bombardment
Light Calibre Broadside Battery	5+	6	1	S (L)	Calibre (L), Linked-1, Fusillade (3)
Light Calibre Broadside Battery	5+	6	1	S (R)	Calibre (L), Linked-1, Fusillade (3)
Wasp Drones	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Torpedo			1		L (1)

Medium



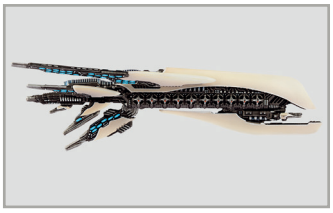
Assault Troopship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Orpheus	8"	6"	7"	13	3+	5	1	M	135	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Light Calibre Broadside	5+	12	1	S (L)	Calibre (L)
Light Calibre Broadside	5+	12	1	S (R)	Calibre (L)
Supernova Laser	3+	1	1	F (N)	Burnthrough (3), Flash
Wasp Drones	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Bulk Lander			2		-



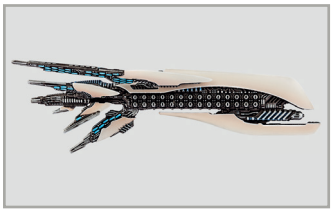
Assault Troopship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Ganymede	8"	6"	7"	13	3+	5	1	M	135	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Medium Calibre Broadside Battery	4+	4	1	S (L)	-
Medium Calibre Broadside Battery	4+	4	1	S (R)	-
Bombardment Battery	3+	6	1	F/S/R	Bombardment
Medium Calibre Turret	4+	3	1	F	-
Wasp Drones	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Bulk Lander			2		-



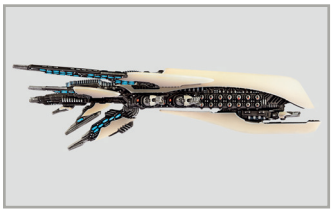
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Orion	8"	6"	8"	11	3+	5	1-2	M	107	-

Weapon	Lock	Attack	Damage	Arc	Special
Medium Calibre Broadside	4+	8	1	S (L)	Linked-1, Fusillade (3)
Medium Calibre Broadside	4+	8	1	S (R)	Linked-1, Fusillade (3)
Medium Calibre Turret	4+	3	1	F	
Wasp Drones	3+	D3+1	1	F/S/R	Close Action



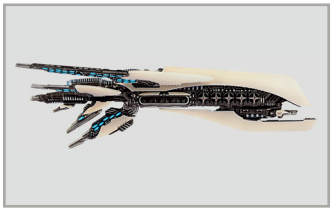
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Ajax	8"	6"	8"	11	3+	5	1-2	M	95	-

Weapon	Lock	Attack	Damage	Arc	Special
Light Calibre Broadside Battery	5+	6	1	S (L)	Linked-1, Fusillade (3), Calibre (L)
Light Calibre Broadside Battery	5+	6	1	S (L)	Linked-1, Fusillade (3), Calibre (L)
Light Calibre Broadside Battery	5+	6	1	S (R)	Linked-1, Fusillade (3), Calibre (L)
Light Calibre Broadside Battery	5+	6	1	S (R)	Linked-1, Fusillade (3), Calibre (L)
Supernova Laser	3+	1	1	F (N)	Burnthrough (3), Flash
Wasp Drones	3+	D3+1	1	F/S/R	Close Action



Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Perseus	8"	6"	8"	11	3+	5	1	M	105	-

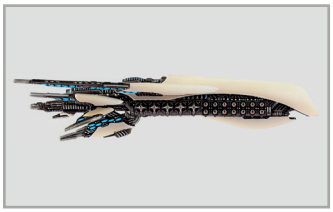
Weapon	Lock	Attack	Damage	Arc	Special
Light Calibre Broadside Battery	5+	6	1	S (L)	Linked-1, Fusillade (3), Calibre (L)
Light Calibre Broadside Battery	5+	6	1	S (R)	Linked-2 Fusillade (3), Calibre (L)
Heavy Calibre Broadside Battery	3+	2	1	S (L)	Linked-1, Fusillade (1), Calibre (H&S)
Heavy Calibre Broadside Battery	3+	2	1	S (R)	Linked-2, Fusillade (1), Calibre (H&S)
Medium Calibre Turret	4+	3	1	F	-
Wasp Drones	3+	D3+1	1	F/S/R	Close Action



Vanguard Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Ikarus	8"	6"	8"	11	3+	5	1-2	M	115	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Medium Calibre Broadside Battery	4+	4	1	S (L)	Linked-1, Fusillade (2)
Medium Calibre Broadside Battery	4+	4	1	S (R)	Linked-1, Fusillade (2)
Medium Calibre Turret	4+	3	1	F	-
Wasp Drones	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			2		-

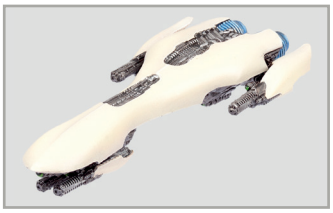
Medium Continued



Light Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Theseus	8"	6"	10"	9	3+	4	1-3	M	90	-

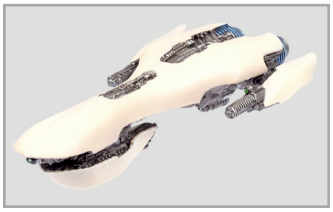
Weapon	Lock	Attack	Damage	Arc	Special
Light Calibre Broadside Battery	5+	6	1	S (L)	Linked-1, Fusillade (3), Calibre (L)
Light Calibre Broadside Battery	5+	6	1	S (R)	Linked-2, Fusillade (3), Calibre (L)
Medium Calibre Broadside Battery	4+	4	1	S (L)	Linked-1, Fusillade (2)
Medium Calibre Broadside Battery	4+	4	1	S (R)	Linked-2, Fusillade (2)
Wasp Drones	3+	D3+1	1	F/S/R	Close Action

Light



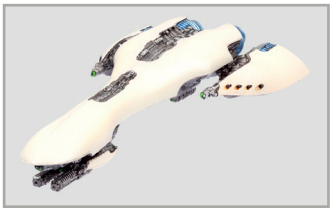
Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Electra	8"	4"	8"	7	3+	3	2-3	L2	65	-

Weapon	Lock	Attack	Damage	Arc	Special
Twin Heavy Calibres	3+	2	1	F	Calibre (H & S)
Twin Heavy Calibres	3+	2	1	F	Calibre (H & S)
Mosquito Drones	4+	2	1	F/S/R	Close Action



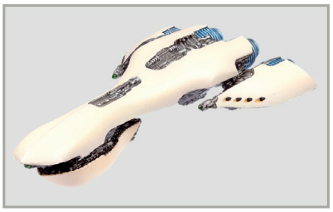
Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Ariadne	8"	4"	8"	7	3+	3	1-2	L2	65	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Twin Heavy Calibres	3+	2	1	F	Calibre (H&S)
Mosquito Drones	4+	2	1	F/S/R	Close Action
Load			Launch		Special
Bulk Lander			1		-



Blockade Runner	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Jason	8"	2"	12"	6	4+	2	1-3	L2	65	Rare

Weapon	Lock	Attack	Damage	Arc	Special
Twin Heavy Calibres	3+	2	1	F	Calibre (H & S)
Kingfisher Drones	3+	D3+3	1	F/S/R	Close Action, Re-Entry

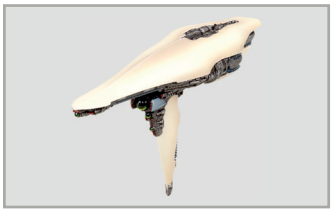


Blockade Runner	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Odysseus	8"	2"	12"	6	4+	2	1-2	L2	80	Launch, Rare

Weapon	Lock	Attack	Damage	Arc	Special
Wasp Drones	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Bulk Lander			1		-

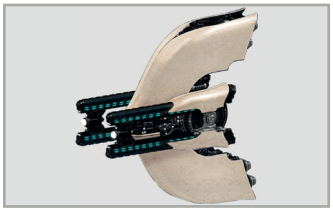
Nano-Hive Cutter	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Pegasus	6"	3"	14"	5	4+	2	2-3	L	45	Outlier, Regenerate (6),

Weapon	Lock	Attack	Damage	Arc	Special
Nano Drones	4+	2D3+2	1	F/S	Close Action (Swarmer)



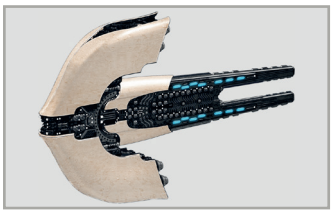
Swiftlink	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Ourania	8"	3"	14"	5	4+	2	1-3	L	30	Outlier, Rare, Targeting Link

Light Continued



Monitor	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Castor	10"	4"	5"	5	2+	3	2-3	L	50	Monitor

Weapon	Lock	Attack	Damage	Arc	Special
Quad Battery	4+	4	1	F	Fusillade-4
Mosquito Drones	4+	2	1	F/S/R	Close Action

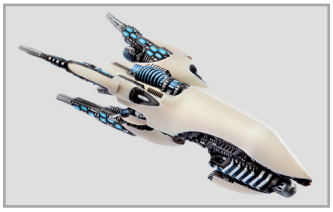


Escort Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Pollux	8"	4"	8"	5	2+	3	1-3	L	45	Aegis (7)

Weapon	Lock	Attack	Damage	Arc	Special
Wasp Drones	3+	D3+1	1	F/S/R	Close Action

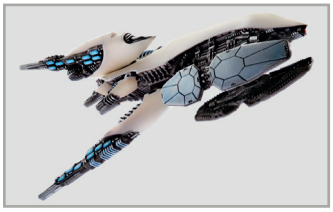
Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Europa	8"	3"	10"	5	3+	3	2-4	L	40	-

Weapon	Lock	Attack	Damage	Arc	Special
Medium Calibre Bank	4+	3	1	S (L)	Linked-1
Medium Calibre Bank	4+	3	1	S (R)	Linked-1
Mosquito Drones	4+	2	1	F/S/R	Close Action



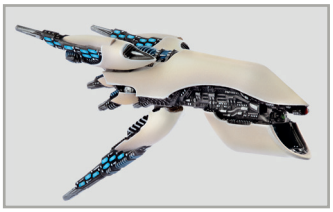
Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Pandora	8"	3"	10"	5	3+	3	2-4	L	45	-

Weapon	Lock	Attack	Damage	Arc	Special
Supernova Laser	3+	1	1	F (N)	Burnthrough (3), Flash
Mosquito Drones	4+	2	1	F/S/R	Close Action



Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Calypso	8"	3"	10"	5	3+	3	1-2	L	37	Advanced ECM Suite, Rare

Weapon	Lock	Attack	Damage	Arc	Special
Mosquito Drones	4+	2	1	F/S/R	Close Action

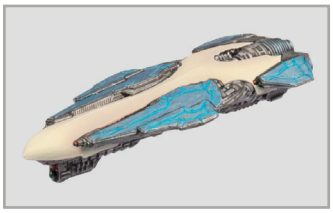


Escort Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Andromeda	8"	3"	10"	5	3+	3	2-4	L	47	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Wasp Drones	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			1		-

Strike Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Medea	8"	3"	10"	5	3+	3	1-2	L	39	Launch, Open, Atmospheric

Weapon	Lock	Attack	Damage	Arc	Special
Bombardment Turret	4+	2	1	F/S	Bombardment, Low Level
Mosquito Drones	4+	2	1	F/S/R	Close Action
Load			Launch		Special
Dropships			1		-



Lighter	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Harpocrates	6"	2"	10"	2	5+	2	1-2	L	30	Atmospheric, Outlier

Weapon	Lock	Attack	Damage	Arc	Special
EM Warfare Suite	5+	1	0	F/S	Close Action (Beam), EM Sabotage

Corvette	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Echo	8"	2"	12"	2	4+	2	1-3	L	30	Atmospheric, Stealth, Outlier

Weapon	Lock	Attack	Damage	Arc	Special
Medium Calibre Turret	4+	2	1	F	-
Vespa Drones	4+	3	1	F/S/R	Air-to-Air, Close Action

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Last updated by Adam Duckett on 11 / 10 / 2022
If you notice a mistake or an update is needed, contact me on Facebook Messenger: https://m.me/adam.duckett.14

Shaltari Dropfleet Reference Sheet

Super Heavy

Dreadnought	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Plutonium	16"	10" / 36"	8"	26	4+ / 4+	20	1	S2	520	Dreadnought, Launch

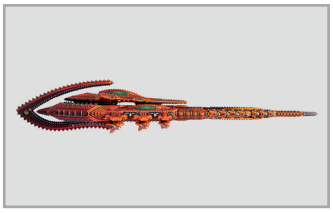
Weapon	Lock	Attack	Damage	Arc	Special
Distortion Cannons	3+	4	-	F	Distortion
Twin Particle Lance Turret	3+	2	2	F/S	Fusillade-2, Particle
Disintegrator Battery, Port	3+	4	1	F/S (L)	Linked-1
Disintegrator Battery, Port	3+	4	1	F/S (L)	Linked-1
Disintegrator Battery, Starboard	3+	4	1	F/S (R)	Linked-2
Disintegrator Battery, Starboard	3+	4	1	F/S (R)	Linked-2
Harpoon Deluge	4+	12	1	F/S/R	Close Action
Load			Launch		Special
Gates			4		-

Dreadnought	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Uranium	16"	10" / 36"	8"	26	4+ / 4+	20	1	S2	470	Dreadnought, Launch

Weapon	Lock	Attack	Damage	Arc	Special
Pulse Ioniser Battery	*	6	1	F	Burnthrough (12), Close Action, Mauler
Microwave Array Turret	3+	D3+2	1	F/S	Close Action (Beam)
Disintegrator Battery, Port	3+	4	1	F/S (L)	Linked-1
Disintegrator Battery, Port	3+	4	1	F/S (L)	Linked-1
Disintegrator Battery, Starboard	3+	4	1	F/S (R)	Linked-2
Disintegrator Battery, Starboard	3+	4	1	F/S (R)	Linked-2
Harpoon Deluge	4+	12	1	F/S/R	Close Action
Load			Launch		Special
Gates			4		-

Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Diamond	12"	4" / 20"	8"	18	4+ / 4+	12	1	S	290	Launch

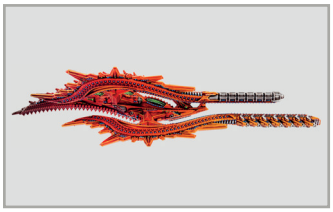
Weapon	Lock	Attack	Damage	Arc	Special
Disintegrator Battery	3+	4	1	F/S (L)	-
Disintegrator Battery	3+	4	1	F/S (R)	-
Particle Lance Triad	2+	2	2	F (N)	Particle, Bloom, Crippling, Fusillade (1)
Harpoon Torrent	4+	6	1	F/S/R	Close Action
Load			Launch		Special
Gates			1		-



Supercarrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Platinum	12"	4" / 20"	8"	18	4+ / 4+	12	1	S	270	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Disintegrator Battery	3+	4	1	F/S (L)	-
Disintegrator Battery	3+	4	1	F/S (R)	-
Harpoon Deluge	4+	12	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			7		-
Gates			1		-

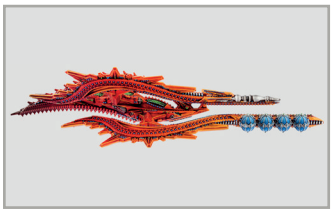
Heavy



Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Adamant / Ruby	12"	3" / 16"	10"	13	5+ / 4+	9	1	H	200	-

Weapon	Lock	Attack	Damage	Arc	Special
Disintegrator Battery	3+	4	1	F/S (L)	-
Disintegrator Battery	3+	4	1	F/S (R)	-
Particle Lance Pair	3+	2	2	F (N)	Particle, Fusillade (2)
Harpoon Cascade	4+	3	1	F/S/R	Close Action

Heavy Continued



Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Palladium / Sapphire	12"	3" / 16"	10"	13	5+ / 4+	9	1	H	175	-

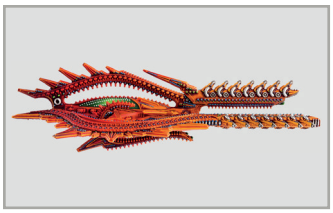
Weapon	Lock	Attack	Damage	Arc	Special
Ion Aura	3+	6	1	F/S/R	Close Action (Beam), Alt-1
Ion Storm	2+	4	1	F/S/R	Bombardment, Alt-1
Gravity Coils	2+	2	1	F (N)	Impel-1
Harpoon Cascade	4+	3	1	F/S/R	Close Action

Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Hematite	12"	3" / 16"	10"	13	5+ / 4+	9	1	H	255	-

Weapon	Lock	Attack	Damage	Arc	Special
Quad Thermal Lance Cannon	2+	4	1	F (N)	Burnthrough (12), Bloom
Harpoon Cascade	4+	3	1	F/S/R	Close Action

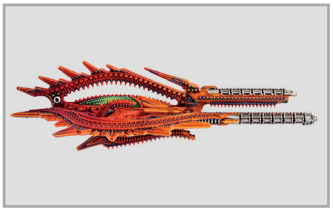
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Goethite	12"	3" / 16"	10"	13	5+ / 4+	9	1	H	200	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Twin Hyperwave Cannon	3+	4	2	F	Corruptor
Harpoon Cascade	4+	3	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			4		-



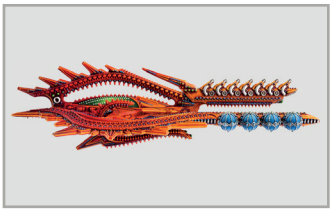
Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Onyx	12"	3" / 16"	8"	11	5+ / 4+	9	1	H	165	-

Weapon	Lock	Attack	Damage	Arc	Special
Disintegrator Battery	3+	4	1	F	-
Disintegrator Battery	3+	4	1	F/S (L)	Linked-1
Disintegrator Battery	3+	4	1	F/S (R)	Linked-1
Harpoon Cascade	4+	3	1	F/S/R	Close Action



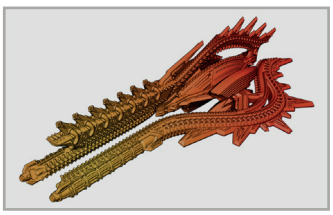
Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Obsidian	12"	3" / 16"	8"	11	5+ / 4+	9	1	H	140	-

Weapon	Lock	Attack	Damage	Arc	Special
Particle Lance	3+	1	2	F (N)	Particle, Linked-1, Fusillade (1)
Particle Lance	3+	1	2	F (N)	Particle, Linked-1, Fusillade (1)
Particle Lance	3+	1	2	F (N)	Particle, Fusillade (1)
Harpoon Cascade	4+	3	1	F/S/R	Close Action



Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Jet	12"	3" / 16"	8"	11	5+ / 4+	9	1	H	165	-

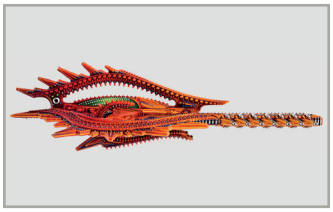
Weapon	Lock	Attack	Damage	Arc	Special
Harpoon Cascade	4+	3	1	F/S/R	Close Action
Disintegrator Battery	3+	4	1	F	-
Ion Aura	3+	6	1	F/S/R	Close Action (Beam), Alt-1
Ion Storm	2+	4	1	F/S/R	Bombardment, Alt-1



Fleet Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Scoria	12"	3" / 16"	8"	11	5+ / 4+	9	1	H	200	Launch, Rare

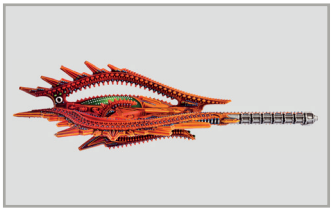
Weapon	Lock	Attack	Damage	Arc	Special
Disintegrator Battery	3+	4	1	F	-
Particle Lance Pair	3+	2	2	F (N)	Particle
Harpoon Cascade	4+	3	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			4		-

Medium



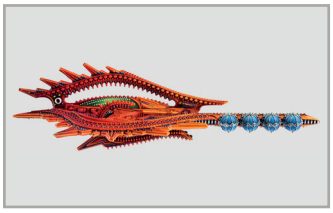
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Amber	12"	3" / 16"	10"	9	5+ / 4+	9	1-2	M	110	-

Weapon	Lock	Attack	Damage	Arc	Special
Disintegrator Battery	3+	4	1	F/S (L)	-
Disintegrator Battery	3+	4	1	F/S (R)	-
Harpoon Cascade	4+	3	1	F/S/R	Close Action



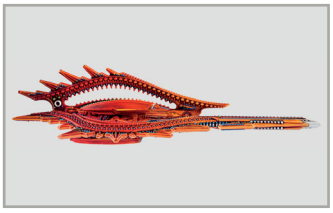
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Granite	12"	3" / 16"	10"	9	5+ / 4+	9	1-2	M	100	-

Weapon	Lock	Attack	Damage	Arc	Special
Particle Lance	3+	1	2	F (N)	Particle, Fusillade (1)
Particle Lance	3+	1	2	F (N)	Particle, Fusillade (1)
Harpoon Cascade	4+	3	1	F/S/R	Close Action



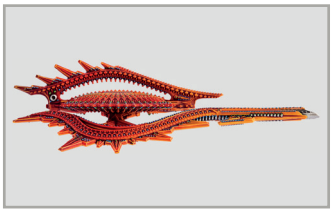
Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Turquiose	12"	3" / 16"	10"	9	5+ / 4+	9	1-2	M	115	-

Weapon	Lock	Attack	Damage	Arc	Special
Ion Aura	3+	6	1	F/S/R	Close Action (Beam), Alt-1
Ion Storm	2+	4	1	F/S/R	Bombardment, Alt-1
Harpoon Cascade	4+	3	1	F/S/R	Close Action



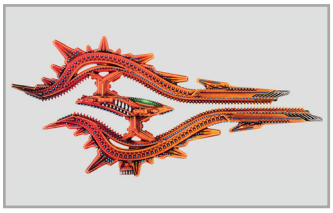
Fleet Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Basalt	12"	3" / 16"	10"	9	5+ / 4+	9	1	M	140	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Disruptors	4+	6	1	F (N)	-
Harpoon Cascade	4+	3	1	F/S/R	Close Action
Load			Launch		Special
Fighters & Bombers			4		-



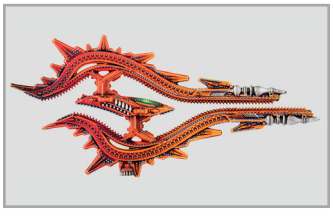
Mothership	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Emerald	12"	3" / 16"	10"	9	5+ / 4+	9	1	M	100	Launch

Weapon	Lock	Attack	Damage	Arc	Special
Disruptors	4+	6	1	F (N)	-
Harpoon Volley	4+	2	1	F/S/R	Close Action
Load			Launch		Special
Gates			3		-



Light Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Azurite	12"	3" / 16"	12"	7	5+ / 4+	6	2-3	M	70	Vectored

Weapon	Lock	Attack	Damage	Arc	Special
Disruptors	4+	6	1	F	-
Harpoon Cascade	4+	3	1	F/S/R	Close Action



Light Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Aquamarine	12"	3" / 16"	12"	7	5+ / 4+	6	2-3	M	70	Vectored

Weapon	Lock	Attack	Damage	Arc	Special
Gravity Coils	2+	2	1	F (N)	Impel-1
Harpoon Cascade	4+	3	1	F/S/R	Close Action

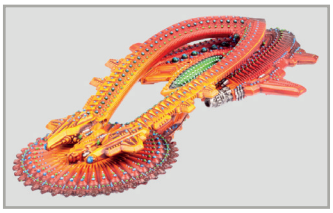
Light

Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Chromium	12"	3" / 16"	12"	5	5+ / 4+	6	2-3	L2	65	-

Weapon	Lock	Attack	Damage	Arc	Special
Disruption Beamers	3+	2	1	F	-
Thermal Lance Cannon	2+	1	1	F (N)	Burnthrough (3)
Harpoon Volley	4+	2	1	F/S/R	Close Action

Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Mercury	12"	3" / 16"	12"	5	5+ / 4+	6	2-3	L2	60	-

Weapon	Lock	Attack	Damage	Arc	Special
Disruption Beamers	3+	2	1	F	-
Pulse Ioniser Bank	*	3	1	F	Burnthrough (6), Close Action, Mauler



Homeship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Cobalt	12"	3" / 16"	12"	5	5+ / 4+	6	1-3	L2	45	Launch

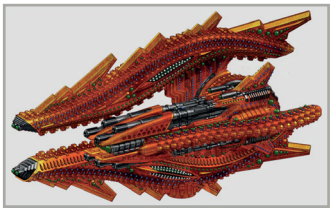
Weapon	Lock	Attack	Damage	Arc	Special
Disruption Beamers	3+	2	1	F	-
Harpoon Volley	4+	2	1	F/S/R	Close Action
Load			Launch		Special
Gates			1		-

Cutter	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Caesium	8"	3" / 8"	20"	3	6+ / 4+	6	2-3	L	40	Outlier, Vectored

Weapon	Lock	Attack	Damage	Arc	Special
Focused Disruptor	3+	3	1	F (N)	Calibre (L)

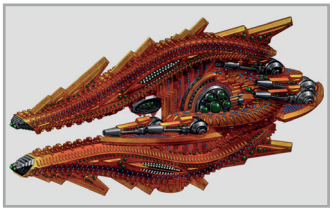
Bio-Hazard Cutter	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Gallium	8"	3" / 8"	16"	3	6+ / 4+	6	1-3	L	30	Outlier, Vectored

Weapon	Lock	Attack	Damage	Arc	Special
Bio Atomiser Array	3+	6	0	F	Close Action (Beam), Corruptor



Monitor	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Silicon	14"	3" / 16"	6"	4	4+ / 4+	6	2-3	L	55	Monitor

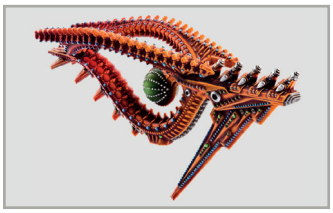
Weapon	Lock	Attack	Damage	Arc	Special
Quad Ion Cannon	4+	2	2	F	Ion (2)
Harpoon Volley	4+	2	1	F/S/R	Close Action



Heavy Voidgate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Selenium	14"	3" / 16"	6"	4	4+ / 4+	6	1-2	L	40	Atmospheric, Voidgate-2

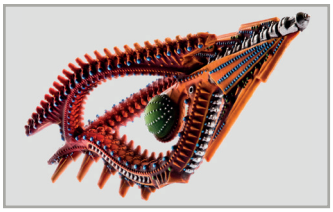
Weapon	Lock	Attack	Damage	Arc	Special
Defence Array	4+	4	1	F/S/R	Escape Velocity
Charged Air	6+	3	1	F/S/R	Air-to-Air, Close Action

Light Continued



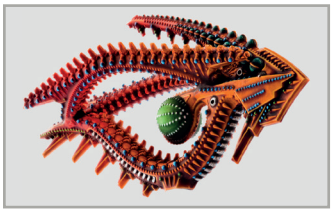
Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Topaz	12"	2" / 12"	12"	4	5+ / 4+	6	2-4	L	37	-

Weapon	Lock	Attack	Damage	Arc	Special
Disintegrator Bank	3+	2	1	F	-
Harpoon Volley	4+	2	1	F/S/R	Close Action



Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Jade	12"	2" / 12"	12"	4	5+ / 4+	6	2-4	L	45	-

Weapon	Lock	Attack	Damage	Arc	Special
Particle Lance	3+	1	2	F (N)	Particle
Harpoon Volley	4+	2	1	F/S/R	Close Action

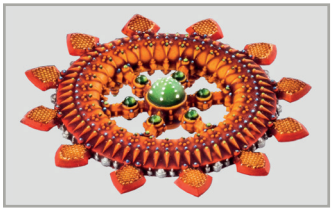


Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Opal	12"	2" / 12"	12"	4	5+ / 4+	6	1-2	L	30	Shield Booster, Rare

Weapon	Lock	Attack	Damage	Arc	Special
Harpoon Volley	4+	2	1	F/S/R	Close Action

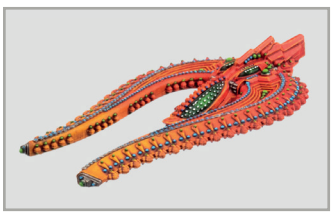
Frigate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Amethyst	12"	2" / 12"	12"	4	5+ / 4+	6	1-2	L	48	-

Weapon	Lock	Attack	Damage	Arc	Special
Microwave Array	3+	D3+1	1	F/S/R	Close Action (Beam)



Voidgate	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Voidgate	12"	1" / 8"	12"	2	5+ / 5+	6	1-3	L	18	Voidgate-1, Atmospheric, Open

Weapon	Lock	Attack	Damage	Arc	Special
Charged Air	6+	1	1	F/S/R	Air-to-Air



Voidfliers	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Helium	8"	1" / 8"	16"	2	6+ / 5+	3	1-3	L	27	Atmospheric, Outlier, Vectored, Void Skip

Weapon	Lock	Attack	Damage	Arc	Special
Pulse Blaster	3+	1	2	F/S	Close Action (Beam)

Cloudfliers	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Glass	8"	1"	16"	1	5+	3	2-6	L	18	Atmospheric, Outlier

Weapon	Lock	Attack	Damage	Arc	Special
Ion Lances	5+	5	1	F/S	Air-to-Air, Close Action

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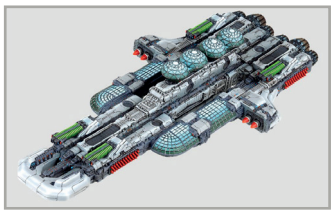
Last updated by Adam Duckett on 11 / 10 / 2022
If you notice a mistake or an update is needed, contact me on Facebook Messenger: https://m.me/adam.duckett.14

Resistance Dropfleet Reference Sheet

Super Heavy



Dreadnought	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Coloniser	10"	16"	4"	35	3+	15	1	S2	230+	Dreadnought, Subsystem Network

Weapon	Lock	Attack	Damage	Arc	Special
NC-16 Missiles	3+	D3+1	1	F/S/R	Close Action
Hardpoints	This ship must purchase 8 options from the Dreadnought Systems List. A maximum of 4 may be Broadsides. A maximum of 1 may be Structures				

Interstellar Ark	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Explorer	8"	14"	5"	28	3+	12	1	S2	170+	Subsystem Network

Weapon	Lock	Attack	Damage	Arc	Special
NC-16 Missiles	3+	D3+1	1	F/S/R	Close Action
Hardpoints	This ship must purchase 6 options from the Dreadnought Systems List. A maximum of 3 may be Broadsides. A maximum of 1 may be Structures.				

Interstellar Raft	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Pathfinder	6"	10"	6"	20	3+	8	1-2	S	110+	Subsystem Network

Weapon	Lock	Attack	Damage	Arc	Special
NC-16 Missiles	3+	D3+1	1	F/S/R	Close Action
Hardpoints	This ship must purchase 4 options from the Dreadnought Systems List. A maximum of 2 may be Broadsides. A maximum of 1 may be Structures.				

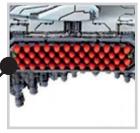
Dreadnought Systems

Broadsides						
Cost	Weapon	Lock	Attack	Damage	Arc	Special
30	NC-31 Hybrid Gun Bank	4+	5	1	S (L)	Linked-1
		4+	5	1	S (R)	Linked-1
15	NC-16 Missile Battery	3+	2D3+2	1	S (L)	Close Action, Linked-2
		3+	2D3+2	1	S (R)	Close Action, Linked-2

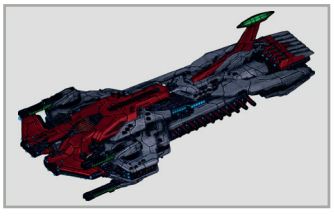
Cost	Load	Launch	Special
25	Fighters & Bombers	3	-
20	Bulk Lander & Fire Ship	1	-
25	Torpedo	1	Limited (2)

Turrets						
Cost	Weapon	Lock	Attack	Dam-age	Arc	Special
35	10K Mass Driver	2+	3	1	F/S	Fusillade-3
55	Heavy Vent Cannons	3+	2D3	2	F/S	Overcharge, Scald, Unstable

Structures: you may add only 1		
Cost	Structure	Effect
20	Scanner Array	Increase scan by 4"



Super Heavy continued



Grand Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Trident / Elysium	8"	10"	6"	24	2+	10	1	S	340	Ablative Armour

Weapon	Lock	Attack	Damage	Arc	Special
9k Mass Driver Turrets	2+	4	1	F/S (L)	Fusillade-4
9k Mass Driver Turrets	2+	4	1	F/S (R)	Fusillade-4
N-12 Artillery Cannon Battery	4+	10	1	S (L)	Linked-1, Low Power
N-12 Artillery Cannon Battery	4+	10	1	S (R)	Linked-1, Low Power
NC-16 Missiles	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Torpedo			1		Limited (4)

Super Heavy continued

Grand Battleship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Olympus / Eden	8"	10"	6"	24	2+	10	1	S	360	Ablative Armour

Weapon	Lock	Attack	Damage	Arc	Special
9k Mass Driver Turrets	2+	4	1	F/S (L)	Fusillade-4
9k Mass Driver Turrets	2+	4	1	F/S (R)	Fusillade-4
Mega Vent Cannon Battery	3+	3D3	2	S (L)	Linked-1, Overcharge, Scald, Unstable
Mega Vent Cannon Battery	3+	3D3	2	S (R)	Linked-1, Overcharge, Scald, Unstable
NC-16 Missiles	3+	D3+1	1	F/S/R	Close Action
Load			Launch		Special
Torpedo			1		Limited (4)

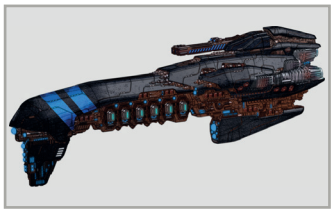
Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Phalanx	6"	8"	6"	17	2+	5	1	S	200	Ablative Armour

Weapon	Lock	Attack	Damage	Arc	Special
9k Twin Mass Driver Turrets	2+	4	1	F/S	Fusillade-4
N-31 Hybrid Gun Long Battery	4+	9	1	S (L)	Linked-1
N-31 Hybrid Gun Long Battery	4+	9	1	S (R)	Linked-1
NC-4 Missiles	4+	4	1	F/S/R	Close Action

Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Tribune	6"	8"	6"	17	2+	5	1	S	210	Ablative Armour

Weapon	Lock	Attack	Damage	Arc	Special
9k Mass Driver Turret	2+	2	1	F/S	Fusillade-2
N-11 Twin Artillery Cannon Turrets	4+	6	1	F/S	Low Power
NC-16 Missile Bank	3+	D3+1	1	S (L)	Close Action
NC-16 Missile Bank	3+	D3+1	1	S (R)	Close Action
Load			Launch		Special
Bulk Lander & Fire Ship			1		-
Fighters & Bombers			3		-

Heavy

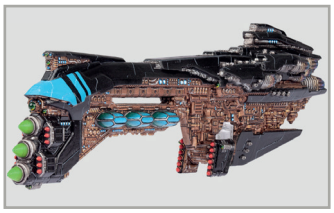


Grand Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Centurion	4"	6"	7"	14	2+	3	1-2	H	135	Ablative Armour, Remnant

Weapon	Lock	Attack	Damage	Arc	Special
XN-31 Mass Driver Turret Pair	2+	2	1	F/S	Fusillade 2
N-31 Hybrid Gun Battery Port	4+	6	1	S (L)	Linked-1
N-31 Hybrid Gun Battery Starboard	4+	6	1	S (R)	Linked-1
NC-3 Missiles	4+	2	1	F/S/R	Close Action

Grand Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Gladiator	4"	6"	7"	14	2+	3	1-2	H	150	Ablative Armour, Rare

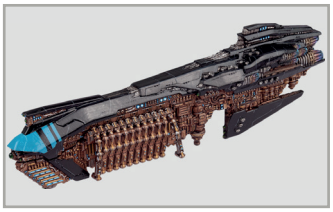
Weapon	Lock	Attack	Damage	Arc	Special
Heavy Vent Cannon Turret	3+	D3	2	F/S	Overcharge, Scald, Unstable
Heavy Vent Cannons	3+	2D3	2	F	Scald, Unstable
NC-3 Missiles	4+	2	1	F/S/R	Close Action



Battlecruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Senator	12"	8"	6"	17	2+	5	1	H	160	Ablative Armour, Detector

Weapon	Lock	Attack	Damage	Arc	Special
VX Bomb	2+	3	2	F	Bombardment, VX Bomb, Limited (3)
NC-16 Missile Salvo	3+	2D3+4	1	F/S/R	Close Action

Heavy continued

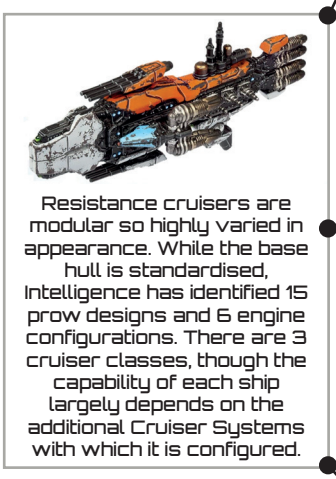


Repair Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Triumvir	5"	8"	6"	17	2+	5	1	H	190	Ablative Armour, Launch, Repair Bay, Rare, Box of Scraps

Weapon	Lock	Attack	Damage	Arc	Special
NC-4 Missiles	4+	4	1	F/S/R	Close Action
Load			**Launch**		**Special**
Fighters & Bombers			6		-

Heavy Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Heavy Cruiser	6"	6"	5"	12	5+	2	1	H	90+	Subsystem Network

Weapon	Lock	Attack	Damage	Arc	Special
NC-3 Missiles	4+	2	1	F/S/R	Close Action
Hardpoints	This ship must purchase 5 options from the Cruiser Systems List				



Resistance cruisers are modular so highly varied in appearance. While the base hull is standardised, Intelligence has identified 15 prow designs and 6 engine configurations. There are 3 cruiser classes, though the capability of each ship largely depends on the additional Cruiser Systems with which it is configured.

Medium

Light Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Light Cruiser	4"	4"	9"	8	5+	2	2-3	M	55+	Subsystem Network

Weapon	Lock	Attack	Damage	Arc	Special
NC-3 Missiles	4+	2	1	F/S/R	Close Action
Hardpoints	This ship must purchase 3 options from the Cruiser Systems List				

Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Cruiser	4"	6"	7"	10	5+	2	1-2	M	65+	Subsystem Network

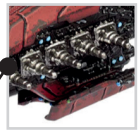
Weapon	Lock	Attack	Damage	Arc	Special
NC-3 Missiles	4+	2	1	F/S/R	Close Action
Hardpoints	This ship must purchase 4 options from the Cruiser Systems List				

Cruiser Systems

Broadsides: cruisers may add no more than 2 options from this category						
Cost	Weapon	Lock	Attack	Damage	Arc	Special
5	N-31 Hybrid Gun Bank	4+	3	1	S (L)	Linked-1
		4+	3	1	S (R)	Linked-1
8	N-8 Artillery Cannon Bank	5+	4	1	S (L)	Linked-2, Low Power
		5+	4	1	S (R)	Linked-2, Low Power
5	NC-16 Missile Bank	3+	D3+2	1	S (L)	Linked-3, Close Action
		3+	D3+2	1	S (R)	Linked-3, Close Action
Cost	**Load**	**Launch**			**Special**	
10	Fighters & Bombers	3			-	
10	Bulk Lander & Fire Ship	1			-	

Turrets						
Cost	Weapon	Lock	Attack	Dam-age	Arc	Special
5	XN-31 Mass Driver Turret	2+	1	1	F/S	Fusillade-1
5	N-11 Artillery Cannon Turret	4+	3	1	F/S	Low Power
5	N-109 Bombardment Mortar Turret	2+	2	1	F/S/R	Bombardment
10	Vent Cannon Turret	3+	D3	1	F/S	Unstable, OC, Scald

Structures: cruisers may add no more than 1 of each option from this category		
Cost	Structure	Effect
5	Scanner Array	Increase scan by 4"
10	Ablative Armour	Gain Ablative Armour Special Rule
15	Drive Refit	Increase Trust by 3"



Light

Includes Ablative Armour

Frigate Type	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Heavy Frigate	4"	2"	9"	5	3+	1	2-4	L	35+	Ablative Armour

Weapon	Lock	Attack	Damage	Arc	Special
NC-1 Missiles	4+	1	1	F/S/R	Close Action
Hardpoints	This ship must purchase 1-2 options from the Frigate Systems List				

Resistance frigates are modular so highly varied in appearance. Intelligence has identified 4 separate hull designs, 6 prow designs and 4 engine designs. There are 3 frigate classes, though the capability of each ship depends on the additional systems with which it is configured.

Frigate Type	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Frigate	4"	2"	11"	4	5+	1	3-6	L	25+	-

Weapon	Lock	Attack	Damage	Arc	Special
NC-1 Missiles	4+	1	1	F/S/R	Close Action
Hardpoints	This ship must purchase 1 option from the Frigate Systems List				

Includes Strike Carrier Module

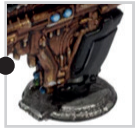
Frigate Type	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Strike Carrier	4"	2"	11"	4	5+	1	1-3	L	25+	Atmospheric, Open, Launch

Weapon	Lock	Attack	Damage	Arc	Special
NC-1 Missiles	4+	1	1	F/S/R	Close Action
Hardpoints	This ship may choose to purchase up to 1 option from the Frigate Systems List				

Load	Launch	Special
Dropships	1	-

Frigate Systems

Turrets						
Cost	Weapon	Lock	Attack	Damage	Arc	Special
0	N-31 Hybrid Gun Turret	4+	2	1	F/S	Squadron-3
5	NC-16 Missile Turret	3+	D3+2	1	F/S/R	Close Action
5	Light Vent Cannon Turret	3+	2	1	F/S	Unstable, OC

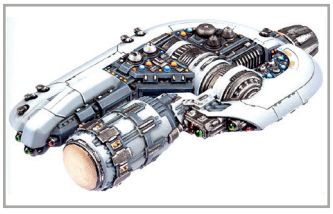


Structures		
Cost	Structure	Effect
10	Sensor Dome	Gain Detector special rule

Light continued

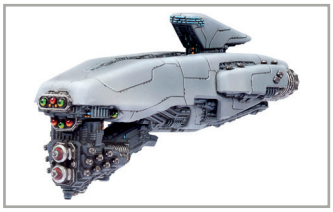
Kill-Sat	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Newton	8"	4"	4"	4	4+	2	2-3	L	45	Monitor

Weapon	Lock	Attack	Damage	Arc	Special
XN-40 'Godray' Orbital Mass Driver	3+	1	3	F	Particle, Alt-1
XN-40 'Godray' Orbital Mass Driver (Bombardment)	2+	1	3	F	Bombardment, Alt-1



Orbital Telescope	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Galileo	12"	4"	4"	4	4+	2	1-2	L	50	Monitor, Detector, Open, Rare, Space Telescope

Light Continued



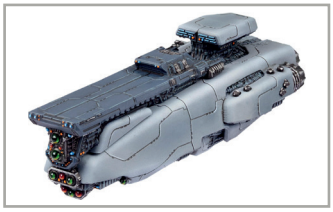
Destroyer	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Armstrong	6"	4"	9"	6	3+	6	2-3	L2	55	Ablative Armour

Weapon	Lock	Attack	Damage	Arc	Special
HF-6 Clearance Laser	*	2	2	F	Burnthrough (6), Mauler
NC-3 Missiles	4+	2	1	F/S/R	Close Action

Colony Ship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Aldrin	6"	4"	9"	6	3+	2	1-2	L2	75	Ablative Armour, Launch

Weapon	Lock	Attack	Damage	Arc	Special
NC-3 Missiles	4+	2	1	F/S/R	Close Action

Load	Launch	Special
Bulk Landers	2	-



Support Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Collins	6"	4"	9"	6	3+	2	1-3	L2	30	Ablative Armour, Open, Repair & Refuel

Weapon	Lock	Attack	Damage	Arc	Special
NC-3 Missiles	4+	2	1	F/S/R	Close Action

Detonator	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Seneca	4"	2"	12"	2	4+	1	1-3	L	22	Atmospheric, Outlier, Launch, Explosive

Load	Launch	Special
Fire Ships	3	-

Corvette	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Munifex	4"	2"	12"	2	5+	1	1-4	L	20	Atmospheric, Outlier

Weapon	Lock	Attack	Damage	Arc	Special
NCA-1 Missiles	4+	4	1	F/S/R	Air-to-Air, Squadron-3, Close Action

Cutter	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Sagittarii	4"	4"	16"	5	4+	1	1-3	L	30	Outlier

Weapon	Lock	Attack	Damage	Arc	Special
N-12 Artillery Cannons	4+	4	1	F	Squadron-3

Pocket Carrier	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special
Baleares	4"	4"	16"	5	4+	3	1-3	L	40	Outlier, Launch

Load	Launch	Special
Fighters & Bombers	2	-

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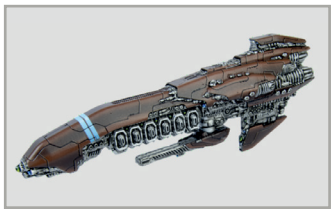
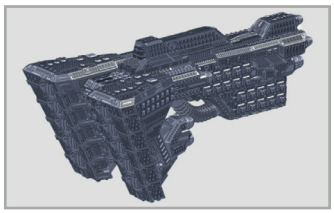
Last updated by Adam Duckett on 11 / 10 / 2022
If you notice a mistake or an update is needed, contact me on Facebook Messenger: https://m.me/adam.duckett.14

Ships Available for Multiple Factions



Grand Cruiser	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special	Available for
Centurion	4"	6"	7"	14	2+	3	1-2	H	135	Ablative Armour	UCM, PHR

Weapon	Lock	Attack	Damage	Arc	Special
XN-31 Mass Driver Turret Pair	2+	2	1	F/S	Fusillade 2
N-31 Hybrid Gun Battery Port	4+	6	1	S (L)	Linked-1
N-31 Hybrid Gun Battery Starboard	4+	6	1	S (R)	Linked-1
NC-3 Missiles	4+	2	1	F/S/R	Close Action



Hive Ship	Scan	Sig	Thrust	Hull	A	PD	G	T	Pts	Special	Available for
Pungari Thresher	4"	6"	6"	14	3+ / *6+	4	1	H	150	Reinforced Armour, Rare	All factions

Weapon	Lock	Attack	Damage	Arc	Special
Boarding Torpedoes (Front)	4+	4	1	F	Corruptor
Boarding Torpedoes (Port)	4+	4	1	S (L)	Corruptor, Linked-1
Boarding Torpedoes (Starboard)	4+	4	1	S (R)	Corruptor, Linked-1

Load	Launch	Special
Pungari Bulk Lander	2	Can only drop infantry
Pungari Bombers	4	-

Bombers	Thrust	Lock	Attack	Damage
Pungari Bombers	12"	5+	4	1
Permanently shake off using Max Thrust or Course Change Special Orders on a roll of: 5+				

Note: Shaltari Armour
*When used in Shaltari fleet, this ship gains 6+ passive countermeasures

Ship Special Rules

Ablative Armour
A ship with Ablative Armour increases its Armour by 2 points (e.g. 5+ Armour becomes 3+ Armour) until it is Crippled. At that point this bonus is lost for the rest of the game.

Advanced ECM Suite
Once per turn, after an enemy group has allocated Attack Dice, you may pick a friendly ship within 4" of the Calypso. Add 1 to the lock value of the groups Attack Dice allocated to this ship. Subsequent attacks by other groups are not affected. In order to be affected, ships must be on the same orbital layer as the Calypso, in addition the calypso can choose to target itself. This is cumulative with other Advanced ECM Suites. This rule may not be used against Launch Assets nor weapons with the close action special rule

Aegis (X)
Ships with the Aegis special rule add a bonus to the Point Defence value of any friendly ships within 4" of them equal to the number shown in brackets. In order to be affected, ships must be on the same Orbital Layer as the Aegis ship, additionally the bonus also applies to the Aegis ship itself. For example: A ship with the Aegis (5) special rule is within 4" of a friendly ship with a PD characteristic of 4. As long as they remain within 4" the friendly ship counts as having a PD of 9.

Atmospheric
Only ships with the Atmospheric special rule are capable of entering the Atmospheric layers during Orbital Combat.

Beast
When this ship suffers a Crippling Damage result, it gains a -1 bonus to its weapon systems' Lock characteristics.

Box Of Scraps
At the end of this ship's activation, pick one friendly ship within 6" in line of sight (including this one). Place a Box Of Scraps token next to that ship. The next time that ship would be destroyed, it isn't. Instead remove the Box of Scraps token and that ship remains in play with D3 Hull Points remaining. Box Of Scraps tokens persist through rounds but a ship may only have 1 Box Of Scraps token.

Cloaking Crest
This ship may take a Cloaking Crest for +5pts, and gains Stealth and Partial Cloak.

Command Deck
If you mount your Admiral in this ship, when drawing Command Cards, you may draw 2 more than normal.

Command Ship
This ship has a free AV5 Admiral.

Detector
Detector ships may always use Active Scan special orders even if their battlegroup has chosen a different special order for the turn. Every Detector ship in a Group may Active Scan, not just one - choose all Detector ships you wish to Active Scan simultaneously.

Dreadnought
A Battlegroup containing a Dreadnought may not contain any other ships. A Dreadnought has a tonnage of 30 (hench the S2 in the profile). A Battlegroup containing a Dreadnought may exceed the normally allowed 33% of your fleet's points cost. If taken, your Admiral must be mounted in a Dreadnought. Standard Orders and Special Orders that allow a Dreadnought to fire one weapon system allow it to fire up to two weapon systems instead. Dreadnoughts use special Crippling Damage and Catastrophic Damage tables, shown in the damage section. In addition, roll on the Crippling Damage table when the ship is reduced to 18 Hull or less and 10 Hull or less instead of the usual 50% of original hull.

Drone Repair
The Regenerate rule does not shut down when this ship is Crippled.

Energy Siphon
During this ship's activation, either before or after movement, pick one friendly or enemy ship within 3" without the Energy Siphon special rule to siphon. That ship loses any Spike it has, and this ship gains it. If any ships in a Group have siphoned any Spikes, all ships in that Group add a bonus to their Oculus Rays for that activation. If the Group siphoned one or more Minor Spikes, increase the Attack of Oculus Rays by 1. If the Group siphoned one or more Major Spikes, increase the Damage of Oculus Rays by 1.

Explosive
When this ship is destroyed, it suffers Catastrophic Damage as if it had Hull 6 (D3"). Additionally, this ship does not count toward's your fleet's Launch capacity.

Full-Cloak
A ship with the Full Cloak special rule can never receive an energy spike for any reason, until it is Crippled.

Holo-Debris Field
At the end of this ship's activation you may place a Fine Debris Field within 3" of this ship. These debris fields are removed at the end of the Roundup phase and are circular with a 4" diameter (a D6 or custom template are perfect tokens to represent these). Friendly ships and Launch Assets ignore these Debris Fields."

Launch
Ships with the Launch special rule are capable of carrying and using Launch Assets.

Monitor
Monitors may not use Course Change or Max Thrust special orders. Weapons fired by Monitords suffer no Lock penalty for firing between Low and High Orbit.

Oculus Booster
While this ship is on Standard Orders, other friendly ship's weapons with "Oculus" in their name increase their scald penalty to +2 instead of +1 when firing at ships in any orbital layer within this ship's Front Arc and Scan range.

At the end of this ship's activation, pick one enemy ship anywhere within its Front Arc in line of sight. Place an Oculus Booster token next to that ship. A ship may have only 1 Oculus Booster token. You may remove the Oculus Booster token when the ship's Group is targeted by a single friendly group. If so, the firing Group gains the following bonus against every ship in that Group in coherency with the token ship for that firing action: Weapons with "Oculus" in their name activate Scald whenever in Scan + Signature range, and also increase their Scald penalty to +3 instead of +1. If unused, Oculus Booster tokens are removed during the Roundup Phase.

Open
Ships with the Open rule do not need to maintain coherency with other members of their Group or Battlegroup and the Battlegroup will suffer no negative modifiers to their strategy rating while ships with this rule are out of coherency.

Outlier
Ships with this rule may ignore Battlegroup (but not Group) coherency rules, and the Battlegroup will suffer no negative modifiers to their Strategy Rating while ships with this rule are out of Battlegroup coherency.

Partial Cloak
A ship with the Partial Cloak special rule can only ever receive a Minor Spike, it may never be increased to a Major Spike. If a rule or weapon would cause this ship to gain Major Spike, it instead gains a Minor Spike (or nothing at all if it already has a Minor Spike). This rule ceases to work when the ship is Crippled.

Ramming Ship
This ship may ram enemy ships, even though it is Light Tonnage. Additionally, when determining Attack dice from Ramming, double this ship's original Hull. Ramming hits from this ship have the Corrupter special rule.

Rare
You may only take a maximum of one of each Rare Group in a Skirmish sized game, two in a Clash and three in a Battle.

Reinforced Armour
A ship with Reinforced-Armour only suffers Critical Hits from attack dice that score three more above their Lock number instead of two.

Regenerate (X)
A ship with Regenerate can make a number of damage control rolls equal to X in the Roundup phase of the turn to regain lost hull points. For example, a ship with Regenerate (3) could roll up to three damage control dice to restore lost hull points during the Roundup phase of the turn. Note that there is still a chance of the ship taking additional Hull damage if it rolls a 1 on a Regenerate damage control dice – things don't always work right.

Remnant
Centurions may be used in UCM and PHR fleets in addition to Resistance fleets. In UCM and PHR fleets they gain the Rare special rule.

Repair and Refuel
Friendly Fighters within 6" of this ship on any orbital layer are not removed when the PD bonus they conferred is used.

Repair Bay
Any friendly ships rolling Damage Control within 6" of this ship add +2 to their roll.

Shield Booster
Once per turn, if a friendly ship within 4" and on the same Orbital Layer of a ship with this rule is targeted, the friendly ship may re-roll all failed Passive Countermeasures saves. The ship with this rule can choose to target itself. A ship with 13+ Hull Points requires 2 ships with Shield Booster in order to receive this bonus.

Space Telescope
When this ship uses the Active Scan special order, the target ship receives a Major Spike instead of a Minor Spike. If the target ship is on Silent Running and successfully revealed, it receives a Minor Spike. Additionally, place a Telescope token on that ship. A ship may have only 1 Telescope token. You may remove the Telescope token when the ship's Group is targeted by a single friendly group. If so, the firing Group's weapon systems targeting that ship score Critical hits when exceeding their Lock value by one rather than the usual two. For example, a weapon with a 3+ Lock will cause a Critical hit on a 4+ and a weapon with a 5+ Lock will cause a Critical hit on a 6+.

Stealth
A ship with the Stealth special rule may fire a single weapon system when using Silent Running special orders (note this also means it can use close action weapons when Silent Running). The Stealth special rule only applies while the ship is still uncrippled, so once it loses 50%+ of its Hull the Stealth rule no longer applies.

Stealth Observation
This ship can Survey a Cluster regardless of its Battlegroup Tonnage value.

Subsystem Network
Whenever a ship with this rule fires a weapon, it may also fire an additional weapon of the same type if it has one. That weapon still cannot fire twice during one turn (for example if it has the Linked special rule). Weapons with Low Power and SubsystemNetwork may still use this rule even if firing on Low Power. Weapons that have been Overcharged cannot use Subsytem Network.

Targeting Link
If a friendly ship can measure its Weapons Range to this ship (discounting any spikes), it may use this ship as the origin of its attacks. If it does, it measures Weapons Range from the Ouriana (using the Ouriana's Scan). Attacks made this way must still be in the weapon arc of the firing ship. This rule has no effect on Close Action weapons.

UCM Battlenet
As long as this ship is on the board, when a friendly Battlegroup within this ship's weapons range activates, you may choose to discard 1 Command Card and that Battlegroup gains 1 of the following bonuses when on Special Orders:
· Any ships in that Battlegroup may add 4" to their movement this turn (after any Thrust modifiers).
· Special Orders that allow ships to fire weapon systems allow them to fire an additional weapon system. Special Orders that do not allow ships to fire weapon systems allow them to fire 1 Close Action weapon (but does not count for launching Launch Assets).
· Any ships in that Battlegroup may change Orbital Layer, even if they otherwise would not be allowed to do so (all normal restrictions apply such as costing Thrust distance and only entering Atmosphere if they have the Atmospheric special rule)."

Vectored
Ships with this rule are able to turn at any point in their movement, instead of when the order they have chosen states.

Void Skip
If this ship goes on Standard Orders when within 6" of a Voidgate, rather than making a normal move, you may place it within 6" of any other Voidgate in that Voidgate chain (within 18" of each other as normal), facing any direction and it recieves a Minor Spike. It may be put within 1 Orbital Layer (up or down) of the Voidgate it is placed by. When doing this, the whole group must move together.

Weapon System Special Rules

Air-to-Air
While in atmosphere, weapons with this rule ignore the usual penalty to Lock Value and gain -1 to their Lock value when firing at ships in atmosphere. All other penalties still apply, including needing a 6+ to shoot at ground targets. Air to Air weapons gain no benefit from this rule when firing from outside atmosphere. Air to Air weapons that also have the Close Action rule may be fired at targets in atmosphere in addition to other Orbital Layers.

Alternate fire weapons (Alt-X)
A weapon system with Alternate fire modes will be represented by two or more lines on the weapon system characteristics with Alt followed by a number (e.g. Alt-1) in the special section. Only one weapon system with the same Alt number on the weapon characteristics may be fired by the same ship each turn.

Atmospheric
This weapons systems special rule has been renamed 'Re-Entry' to avoid confusion because there is a ship special rule with the same name. See the 'Re-Entry' rule below.

Bloom
Weapons with this special rule add a minor spike to the firing ship when this weapon is fired. This is in addition to any spikes gained from special orders or other sources.

Bombardment
Weapons with this special rule can only be used on ground sectors. In order to fire a bombardment weapon a ship must be in Low Orbit. A ship cannot use a Bombardment weapon while in Atmosphere, unless specifically stated. Unlike other weapon systems bombardment weapons incur no penalties for firing through orbital layers or shooting through atmosphere.

Burnthrough (X)
If an Attack dice for a Burnthrough weapon scores equal to or above its Lock number the Attack dice can be rolled again. If the second Lock roll is successful a third Lock roll can be made and so on until a Lock roll is failed. A Burnthrough weapon can score a maximum total of (X) total Hull damage points in one activation. If a Critical Hit (i.e. rolling two or higher than the required lock number) is scored by a Burnthrough weapon, only that die will ignore the target's Armour. Any subsequent hits rolled by this weapon against the same target during the same activation ignore the target's armour too.

Calibre (X)
Weapons with the Calibre rule will be followed by either L, M, H, S which refers to the tonnage value they have been designed to target. When these weapons are fired at targets with the same tonnage value as their weapon, reduce the lock value on their profile by 1. If the weapon has more than 1 tonnage value listed, then reduce the Lock when shooting at any of the listed tonnage values. In addition, weapons with the Calibre H and/or S rule inflict Critical Hits on rolls exceeding their Lock value by ONE rather than the usual two (against targets of any Tonnage value). For example; a weapon with a Lock of 5+ and the Calibre (L) rule is targeting a frigate. As frigates have a tonnage value of L (Light) you would reduce the Lock value of the weapon by 1 to 4+.

Close Action
Close Action weapon systems may only be used against targets that are both within their fire arc and inside the firing ship's Scan range. Close action weapons can be fired in addition to any other weapon systems permitted by a ship's orders. A ship that is unable to use any of its weapon systems due to special orders may not use its close action weapons either. Hits from Close Action weapons can be stopped by a target's Point Defence. Resolve the effects of Point Defence before taking any Armour or Passive Countermeasures saving throws.

Close Action (Swarmer)
It takes one Point Defence success more than normal to stop a point of Hull damage from a Swarmer weapon. This means that two successes are need to stop a normal hit from a swarmer, three successes for a critical.

Close Action (Beam)
Close Action (Beam) weapon systems obey all the normal rules for close action weapon systems except one – Point Defences cannot be used against them at all!

Corruptor
For every Critical hit scored by a Corruptor weapon, place 1 Corruptor token on the ship. At the beginning of each Damage Control phase, a ship with Corruptor tokens takes 1 Damage for each token, with no saves of any type allowed. A Corruptor token may be repaired just like a Crippling effect.

Crippling
Weapon systems with the Crippling characteristic inflict crippling damage when they score one or more critical hits in addition to any normal Hull Damage. Crippling damage is incurred regardless of the number of Hull points actually inflicted providing one or more Hull damage is suffered by the target. If a target ship is reduced to 50% hull or below by the attack it will need to make two Crippling Damage rolls and apply both of them. If a weapon with the Crippling rule is affected by another rule which would make Critical Hits automatic (such as the Particle rule) then the roll you would have needed to achieve a Critical Hit is the roll required for the Crippling rule to take effect. For example, a Lock 3+ weapon would need a 5 or 6 to make an additional roll on the Crippling table.

Distortion
The damage value of a Distortion weapon system is equal to the number of hits the system inflicts during the attack (before rolling any saving throws are rolled). For example: A Distortion weapon with 4 Attack dice hits 3 times, this gives each hit a damage value of 3, so up to 9 Hull damage will be inflicted if all saves were failed! If the same weapon were to hit with all 4 attacks, it would inflict 16 Hull damage!

Escape Velocity
These weapons ignore the penalties for firing through different Orbital Layers (including Atmosphere) and may be fired from Atmosphere. However, they must always target an enemy in a higher Orbital Layer than themselves.

EM Sabotage
If this weapon hits, the target ship gets put on Silent Running orders until the end of its next activation.

Flash
A ship that is hit by a Flash weapon system gains a Minor Spike in addition to any other damage effects. In addition, if the weapon system inflicts 3 or more damage from the attack, another Minor Spike is added to the target.

Fusillade (X)
When a ship uses the Weapons Free order, Fusillade weapon systems add the X value to their Attack value to determine the number of shots the weapon system can make this turn.

Haywire
If this weapon hits, the target ship can only go on Standard Orders this round.

Impel (X)
If the firing player inflicts X damage (after saving throws have been taken) with a single weapon with the Impel (X) special rule, they may turn the target up to 45 degrees in either direction.

Ion
If a group scores (X) hits from weapons with this special rule, the targeted ship receives an energy surge token. Reducing the ship to only standard orders until repaired

Limited (X)
Weapons with this rule will be expressed as L (X) in their special section. This weapon may only be fired X times in a game, so make your shots count! This can also apply to Launch Assets (typically to torpedoes), in which case the Asset may only be launched X times in a game.

Linked (X)
A weapon with this rule will normally be paired with a second weapon with the same Link (X) value. In order for a ship to fire more than one weapon it is normally required to declare a Weapons Free special order. However, all weapon systems with the same Link (X) number count as a single weapon system for activation purposes, although they may be fired at different targets.

Low Level
This weapon may be fired from atmosphere with no penalties to it's lock value.

Low Power
Up to 1 Low Power weapon (or multiple Low Power weapons with the Linked special rule) may be fired instead of Close Action weapons in addition to other weapons permitted by a ship's orders. A ship that is unable to use any of its weapon systems due to a special order (or Overcharging a weapon) may not use Low Power weapons either.

Mauler
The Lock characteristic of a Mauler weapon is equal to the Armour characteristic of the targeted ship.'

Overcharge (OC)
A weapon with this rule may be Overcharged. An Overcharged weapon (and any weapons with Overcharge it is Linked with) doubles its Damage value for that attack. If the ship is on Weapons Free Orders it may only fire Close Action or Low Power weapons but not any other weapon types. However if the ship is on any other Orders, it may not use Launch Assets or fire any other weapons, including Close Action and Low Power weapons.

Particle
Particle weapon systems are so devastating that physical armour and energy shields offer no defence against them. Weapon systems with this rule always inflict Critical Hits if the Lock value of their attack is met and passive saves may not be taken against them.

Re-Entry (previously named 'Atmospheric', which was confusing because there is a ship special rule with that name)
Re-Entry weapons are capable of firing from Low Orbit into Atmosphere without any penalties to Lock for Atmosphere or crossing Orbital Layers. Unless otherwise stated, Re-Entry weapons use Scan + Signature for their range. Re-Entry weapons may not target Clusters or Sectors, although may shoot other targets outside of Atmosphere, following all the normal rules.

Scald
Armour against Hull damage from scald weapons suffers a +1 penalty when the firing ship is within Scan range of the target. For example: A ship armed with Scald weapons hits a target that is within Scan range. The target's Armour is usually 3+ so against this attack it becomes 4+.

Siphon Power
If firing only one of these two weapons, increase its Burnthrough value to Burnthrough (8)

Squadron-X
If a Group has assigned X or more weapons with Squadron to the same target, add a further D6 shots to the attack dice pool of those weapons. These shots are added to the attacks of one of the ships when rolling to hit (attacker's choice), resolved with the same modifiers as that ship's.

Unstable
If any Unstable weapon with a random Attack value is fired on a Weapons Free order, the ship suffers 1 Hull Damage per maximum Attack value rolls. If an Unstable weapon doesn't have a random attack value, the ship suffers 1 Hull Damage for using this weapon on a Weapons Free order.

VX Bomb
If this weapon does damage to a Sector, remove all Ground Assets (friendly and enemy) from that Sector and any Sectors in the same Cluster.

Shaltari Special Rules

Shaltari Shields
At the start of any friendly Shaltari battlegroup's activation, ships in that battlegroup can choose to raise their shields. Once raised, the shields must remain raised until the battlegroup next activates where the Shaltari player can choose to deactivate the shields (or keep them raised). When the shields are raised, the following rules take effect: · The ship may use its Passive Countermeasures. · The ship must now use the larger signature value in its profile · The ship's Point Defence is reduced to 0. Modifiers such as those made by escorting fighters still apply. · The ship may not choose the Silent Running special order.

Voidgate-X
Voidgates are a stepping stone between the Mothership in orbit and the small, dropshiplike Gates. Since Gates cannot deploy directly from space, a Voidgate is needed to enter the atmosphere and provide a point of entry for them. When a Mothership is launching Gates, they are not deployed from the Mothership itself. Instead, they are deployed from Voidgates. A Voidgate will have a Voidgate Capacity (Voidgate-X) in its special rules, which represents how many Gate tokens may be deployed through it each turn (note that this is frequently lower than the launch value of Motherships, meaning that you generally need multiple Voidgates to make full use of a Mothership's potential Launch capacity). In order to do this, the Voidgate must be within 18" of the Mothership OR within 18" of another Voidgate that is in turn within 18" of the Mothership. You may have more than 2 Voidgates in this chain as long as it is unbroken. Only the Capacity of the Voidgate deploying the Gates is used if multiple Voidgates are chained in this way. The eldritch technologies and incredible energies involved in this process also have an offensive side effect - the air surrounding such constructs is loaded with energetic potential, ready to annihilate smaller enemy craft that get too close. If a Voidgate is within 6" of a Cluster then that Cluster counts as having a Defence Battery deployed in it when enemy Dropships or Bulklanders are deploying ground assets. However, Bulk Landers are destroyed on a 4+ rather than the usual 3+. Voidgates can also be used to relocate Ground Assets once deployed. During the Ground Combat step of the Roundup Phase you may use nearby Voidgates to enhance the movement abilities of you existing ground forces. Ground Asset tokens in Sectors within 3" of a Voidgate in Atmosphere or Space Stations in Low Orbit may be moved to another Sector within 3" of another Voidgate in Atmosphere or another Space Station within 3" of another Voidgate in Low Orbit anywhere else on the table. If the token is being moved to a Sector within a Cluster containing an enemy Defence Battery, that token is destroyed on a roll of 6+.
Ground Assets may not be deployed through any Voidgate which has used the Max Thrust Special Order that turn although that Voidgate may still be part of a chain. Any number of Ground Asset tokens may be picked up by a single Voidgate, but only one may be dropped per Voidgate per turn using this rule. Tokens picked up but not dropped in this manner are automatically destroyed. Tokens moved in this manner count as not being present in their new Sector for the remainder of the turn (and therefore may not contribute to scoring that turn).

Resistance Special Rules

Elite Bridge Crew
A Resistance Fleet ship may remove a Major Spike when on Standard Orders. In addition, when drawing Command Cards, Resistance players always draw 1 additional card, and then discard 1 card of their choice from their hand.